

Star Wars

Darkstalkers

Super Mario RPG

Battle Arena Toshinden 2



Nintendo 64



PlayStation



Super NES



PlayStation

# GAMEPRO

THE #1 VIDEO GAME MAGAZINE

First Look!

## RESIDENT EVIL

evil invades the playstation

issue 91

40 Sneak Previews!

- X-Perts
- Magic Carpet
- Crash Bandicoot

Strategy Blowouts!

- Soul Edge (Arcade)
- Loaded (PlayStation)

50 Reviews!

- Descent
- Return Fire
- Clockwork Knight 2
- Street Fighter Alpha

Hands-On!

Are 16-Bit Games Dead?

Nintendo 64 GAMES!



Super Mario 64



Pilotwings 64



Star Fox 64

K&amp;K

Killer Instinct 2

New Characters!

New Moves!

An IDG Communications Publication

April 1996

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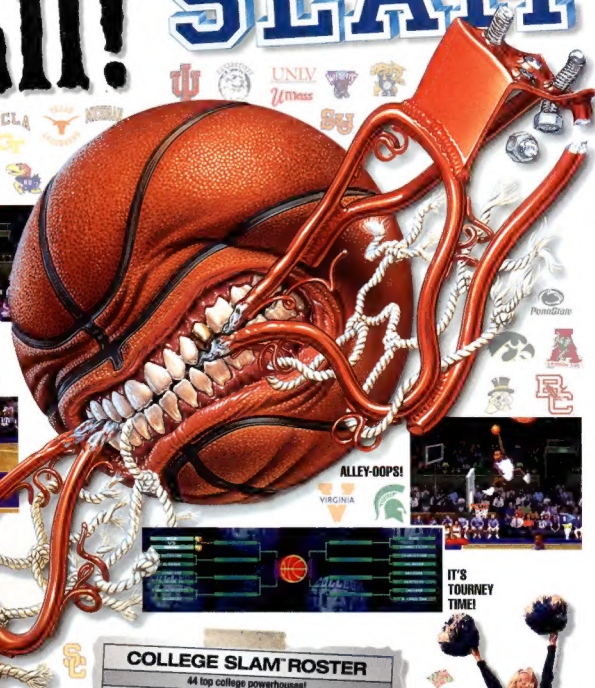
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## Features

### 28 Nintendo 64 Is Coming!

The system's late, but the games look great! Load up on news on the Ultra Nintendo 64's revised launch date, as well as a rundown of key titles.



### 35 LamePro

**WARNING:** If you or any member of your family is caught reading LamePro, the editors of GamePro will deny any knowledge of its existence!



## COVER FEATURE

### 32 Creating Evil Incarnate: The Making of Resident Evil

Something evil this way comes...to the PlayStation. Here's how Capcom made its new run-n-gun strategy game a terrifying experience.

### 62 Resident Evil ProReview



### 44 Where Are All the 16-bit Games?

The list of Genesis and SNES games for 1996 is small but intriguing. A look at how the year is shaping up for 16-bit games.



## 104 SWATPro Strategy Section

### The Fighter's Edge Presents Soul Edge ProStrategy Guide (Arcade)

Be a Soul survivor! Basic countermoves, defenses, and recoveries, plus special moves for eight fighters.

### Loaded ProStrategy Guide (PlayStation)

In February, our shooters' guide wiped out the first four levels, so it's time to re-Load for Levels 5 through 8.

### Killer Instinct 2 (Arcade)

Special moves, combo breakers, and super moves for the three new characters. Page 59.



### Breath of Fire II ProStrategy Guide, Part 3 (SNES)

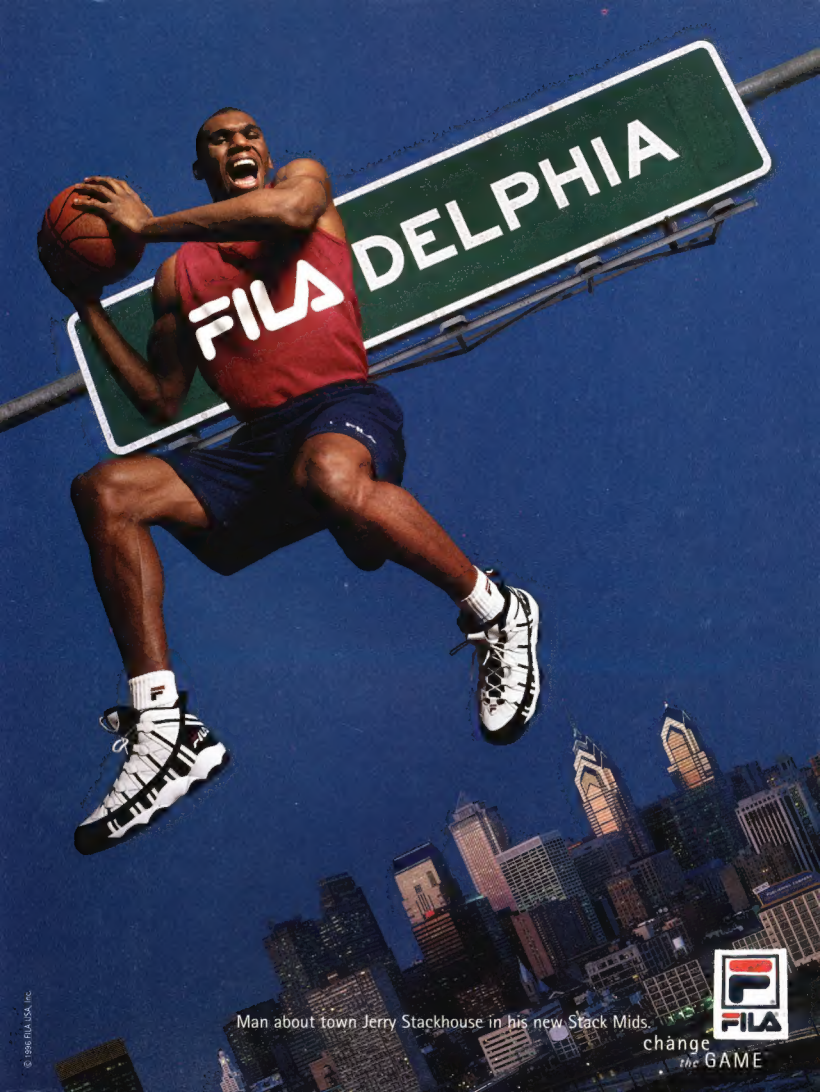
Take a deep breath and fire up for the three endings! Page 100.

### SWATPro

A load of codes and passwords for Loaded, Earthworm Jim 2, Vectorman, Samurai Shodown III, Toy Story, and more.

### Open Ice Codes (Arcade)

Big heads, big puck, and more!



Man about town Jerry Stackhouse in his new Stack Mids.

change  
the GAME





Resident Evil! Page 62.

## ProReviews

### 62 PlayStation

- 62 Resident Evil
- 62 Darkstalkers
- 66 Descent
- 68 Return Fire
- 70 The Hive
- 70 Assault Rigs
- 72 Road Rash
- 72 Revolution X
- 72 PhiloSoma
- 88 In the Hunt
- 88 Space Griffin
- 88 A Train
- 88 X-Com
- 89 Geom Cube



Darkstalkers! Page 64.



Street Fighter Alpha! Page 74.

### 74 Saturn

- 74 Street Fighter Alpha
- 76 Clockwork Knight 2
- 78 Mortal Kombat II
- 78 D
- 80 Skeleton Warriors
- 80 Darius Gaiden
- 81 The Horde
- 81 Defcon 5
- 81 Revolution X
- 88 Hi-Octane
- 89 Sim City 2000



FIFA Soccer '96! Page 92.

### 82 3DO

- 82 Star Fighter
- 82 Johnny Bazzooka
- 82 Cyberdillo
- 82 Iron Angel of the Apocalypse: The Return
- 88 BattleSport



Real Bout Fatal Fury! Page 84.

### 84 NeoGeo

- 84 Real Bout Fatal Fury
- 89 Puzzle De Pon

### 85 Jaguar

- 85 Defender 2000
- 85 Atari Karts
- 88 Supercross 3D
- 89 Zoop

### 85 Jaguar CD

- 85 Primal Rage
- 85 Myst
- 89 Baldies

### 86 Portable Systems

- 86 Virtual Golf (Virtual Boy)
- 86 Vertical Force (Virtual Boy)
- 86 FIFA '96 (Game Boy)
- 86 Frank Thomas "Big Hurt" Baseball (Game Boy)
- 86 Madden '96 (Game Boy)
- 86 Frank Thomas "Big Hurt" Baseball (Game Gear)
- 86 Madden '96 (Game Gear)

### 89 Super NES

- 89 Frantic Flea

### 89 32X

- 89 Spider-Man: Web of Fire

### 92 Sports Pages

- 92 FIFA Soccer '96 (Saturn)
- 92 NFL Quarterback Club '96 (Saturn)
- 92 Hang On GP (Saturn)
- 93 PGA Tour '96 (SNES)
- 93 Fever Pitch Soccer (Jaguar)
- 93 World Cup Golf (Saturn)
- 94 College Slam (SNES)
- 94 College Slam (Genesis)
- 94 Sports Insider Previews: Slam 'N Jam '96, NBA Shoot Out, NHL Powerplay '96, VR Soccer '96, The Show, HardBall 5, Bottom of the 9th, Dream Team '96

### 98 Role-Player's Realm

- 98 Death Keep
- 98 King's Field
- 99 Lucienne's Quest
- 99 Future Fantasies: Shining Wisdom, Iron Storm, Kingdom II: Shadoan
- 100 Breath of Fire II ProStrategy Guide, Part 3



Killer Instinct 2! Page 59.

## DEPARTMENTS

### 12 Letter from the GamePros

### 12 The Mail

### 13 GamePro Gallery

### 14 Buyers Beware

The questions most asked by consumers.

### 16 ProNews

Atari's in big trouble, but Final Fantasy's coming to the PlayStation.

### 20 GamePro Online

Midway's hot arcade game, Wargods, gets a Web site.

### 22 The Cutting Edge

Network computers specialize in online action.

### 24 GamePro Labs

Flightstick special! The Analog Joystick (PlayStation) and the Mission Stick (Saturn).

### 40 Overseas ProSpects

Sneak peeks from abroad at Toshinden 2, Kirby Super Deluxe, and more!

### 44 Short ProShots

Previews of X-Perts, Magic Carpet, Crash Bandicoot, Super Mario RPG, and more!

### 58 Hot at the Arcades

Killer Instinct 2 and Time Crisis

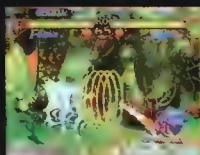
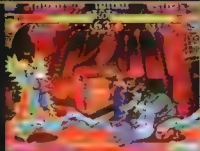
### 52

### GAMEPRO

Previews of Diablo, Whiplash, NBA Live '96, and more!







HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE BOLTING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTRIKE. FELICIA'S TRACKING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO KNOW ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SLICING A LITTLE WILD LATELY.

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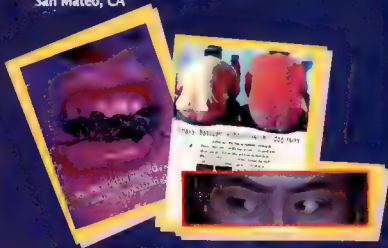
**M**ajor companies like Nintendo, Sega, Time Warner Interactive, Acclaim, and Electronic Arts spend millions of dollars each year promoting their products. Unfortunately, not all of those dollars get positive results.

We've received hundreds of letters in the past year from angry readers who were disgusted by what they saw in print ads. Josh Peterson and Jim Mayfield identify one culprit in their adjacent letter: Sega. Sega has attacked Nintendo in its ads for years, and for a while the ads worked. Sega managed to pull even with the reigning video game champ back in 1993-'94. Its aggressive MTV-style ads with an attitude even forced Nintendo to reply in kind, resulting in Nintendo's confrontational SNES vs. Genesis comparisons that ran in 1994.

By far the most complaints we received were for three ads that ran in the last half of 1995. Kemco's "say no to crack" butt photo for Virtual League Baseball was deemed too disgusting by most readers, and Crystal Dynamics' "bug food" Gex ad bugged readers who thought the toothy closeup was tasteless. The all-time leader in ad complaints? When readers got a whiff of Nintendo's noxious EarthBound ad in our September 1995 issue, they flooded our hallways with ink about the stink. The message here was that magazines should be sent without scent.

On the positive side, Sony has generated months of curiosity with its "Enos Lives" campaign. We discussed the ongoing mystery in our December '95 issue; more ideas are given on this page. Lacking an identifiable mascot à la Mario or Sonic, Sony needed something enticing to drum up interest in its new 32-bit PlayStation. It seems to have struck a mild chord with Enos, whoever that is, and the company did it without offending any readers, insulting another company, or filling the room with toxic gas. For many readers, that qualifies Enos as a modern-day advertising hero. As far as ads go, maybe ENOS stands for Every New Organization's Standard.

**The GamePros**  
the\_mail.gamepros@ftw.com  
San Mateo, CA



Ad Wars

## GamePro Readers Speak Out!

Ad Wars

**W**hy is Sega always ripping on its competitors? Proof: Who could forget "Genesis does, Nintendo don't"? Or recent ads criticizing Sony? Sega should grow up a little!

**Josh Peterson & Jim Mayfield**  
XBand

### The Unknown Gamer replies:

*Good point, guys! See our adjacent "Letter from the GamePros" for more on this subject that has readers so riled up.*

**I** think I figured out the "Enos Lives" mystery that's mentioned in "The Mail" (December 1995). Just turn the words backwards and you get "Sone Sevil"; change the first "e" to a "y," move the second "s," and it reads "Sony's Evil."

**Sega fan**  
Magna, VT

### Coach Kyle replies:

*We've had many guesses from readers about Enos, most pointing out that "Enos" spelled backwards sounds a lot like Sony. As for "Sony's Evil," we're not sure why Sony would want to brag about that in its own ads. Check out the next guy's wild suggestion.*

**I** believe I know what "Enos" in "Enos Lives" means. Enos was a chimpanzee launched from Cape Canaveral aboard an Atlas 5 rocket in 1961. Maybe he still lives.

**Mike Sullivan**  
Franklin, OH

### Toxic Tommy replies:

*Maybe, but the only chimps we could find that were*

*launched in 1961 were named Ham and Sam. Either way, after 35 years, none of them would still be alive.*

## Cart Queries

**I** beat Madden '96 with the Raiders and then saw a bunch of letters at the end screen. What do those letters stand for?

**Porter Johnson**  
Internet

### Air Hendrix replies:

*Those letters are "BYBYLA," short for "Bye-bye, Los Angeles." The Raiders left L.A. for Oakland last summer.*

**W**ill there be a Final Fantasy IV?

**Eric Johnson**  
Internet

### Scary Larry replies:

*A Squaresoft spokesperson says that FF IV will be out for the Ultra 64 sometime later this year. This contradicts what we reported earlier (see "Pro-News," December 1995), when we identified the U64 game as FF III, which was what we had originally been told. The spokesperson added that no new FF games are being planned for the SNES at this time.*

**I**s Electronic Arts going to make Road Rash for the Super Nintendo?

**Ken White**  
Mastic, NY

### Captain Squideo replies:

*No, but T+HQ is planning to. Super RR is tentatively due out by next Christmas.*

Is Sony planning on having any RPGs for the PlayStation?

Josh Hess  
Charleston, WV

**Doctor Devon replies:**

Yep, here are three that are coming any minute now: *Sentient*, *Myst*, and *Chronicles of the Sword*.

**The Magazine Biz**

I am responding to Kevin Flint's letter (see "The Mail," January). You responded to his letter, which questioned your coverage of NeoGeo games, by telling him that you still need to review NeoGeo products. I dare you to find one person who owns a NeoGeo;

if you find one, I'll rest my complaint.

"DKiel63024"  
Internet

**Tommy Glide replies:**

We received an equal number of letters supporting and criticizing Kevin's idea of cutting out our NeoGeo ProReviews. Read on!

**R**E: Kevin Flint's letter in your January issue complaining about the space you devote to games for smaller systems. Is he crazy? I admit, the majority of gamers play either SNES, Genesis, Saturn, or PlayStation instead of the NeoGeo CD or any other lesser-known systems. But I own a NeoGeo, and the tiny NeoGeo section of your mag-

azine is the main reason I buy it! You were correct in rebutting Kevin's letter.

"Omegakyo"  
Internet

**Reader Report**

**A**pril's question: Ultra 64 games may cost over \$100. What's the absolute most you would spend for a game for the system you own, if you knew in advance the game was going to be great? Send your dollar figure to the mailing address listed below, and we'll average 'em and report back in an upcoming issue.

**December's Answer:**

Here's the tally for the Reader Report question we posed in the December '95 issue, where we asked: What's your favorite MK 3 fatality, Babality, or Animality?

The readers have spoken: It's Sheeva's Skin Ripper, followed closely by Smoke's Bomb Snack, and Jax's Slice-n-Dicer.



On the Genesis, hold Block, then tap Up, Down, Toward, and Up to execute Jax's third-place fatality.

**GAMEPRO GALLERY**



Anonymous  
Jacksonville, FL

**Pick of the Month**



Kallia Gilbert, Wilmington, DE

**PRIZE!**

This month's winning artist will receive a GamePro T-shirt!

**Whaddaya Think?**

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

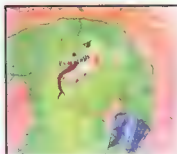
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# BUYERS BEWARE



**By The Watch Dog**

This month we're featuring MAQ Daddies: The Most Asked Questions in "Buyers Beware." We get a ton of mail, but certain questions come up again and again. If we print your MAQ, you receive a free *GamePro* T-shirt, so keep those letters coming!



**Q:** Last month I bought WWF Wrestlemania: The Arcade Game for the Genesis. Then

I read in some books that you could be a special character if you beat the game with all the people and without turning off the power. I did what it said, but the trick didn't work. What's up with that?

**Chris Miller**  
Houston, TX



*Wrestling with a rumor*

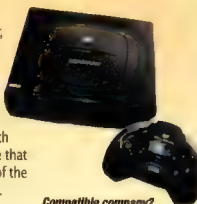
**A:** An Acclaim Customer Service representative states:

It's a rumor that we've also heard, but rest assured it is just a rumor. You cannot access hidden characters by playing through the whole game with each of the wrestlers.



**Q:** I'm a 23-year-old Sega player, and have had a Sega system for years. I recently purchased the 32X and the CD player to update my system. Are the CD or cart games compatible with the Saturn? Someone told me that the carts would be because of the slot in the back of the Saturn.

**Roger S. Pragle**  
Springwater, NY



*Compatible company?*



**The Watch Dog states:**

The slot in the back of the Saturn is currently being used for the Saturn memory cart (see "GamePro Labs," October 1995). The Sega CD games are not cross-compatible, and Sega has no plans to make games that work on both systems.



I loaned my copy of *The Legend of Zelda: Link's Awakening* to my friend and then he moved, along with my game. I can't find a store or catalog that sells it. One store said they stopped selling it altogether. Can you help me?

**Nathan Thistle, Bemidji, MN**



**A:** The Watch Dog states:

We had no problem locating a copy of the game. How did we do it? By checking our advertisers in the back of the magazine. As of this writing, Funco Inc. had a copy for \$17.99 (not including shipping and handling). Try them at (612) 946-8101. Now that you've replaced the game, it's time to replace that friend.



**Q:** I have *Mortal Kombat 3* for the Genesis. Now Williams is making an *Ultimate MK 3* with Scorpion, Kitana, Jade, and Reptile. Why are they ripping us off like this?

**Ryan Dusseau, Erie, MI**



*Quit your griping*

**A:** The Watch Dog states:

Most companies will always try to improve on their products, which benefits all gamers. If this weren't the case, people would still be playing Pong.



**Q:** I was planning to buy a PlayStation sometime this year, but before buying it, I wanted to rent one first from Blockbuster Video. Renting a PlayStation was \$14.99, plus a \$400 deposit. That's expensive. Why is there is a \$400 deposit on a \$300 system?

**Matt Puskas, Fairfield, CA**

**A:** A Blockbuster representative states:

The system's base price is \$300, but the exclusive rental deal from Blockbuster includes the rental of two games, which accounts for the "extra" \$100.



At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Send your product complaints to:

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# ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero: *James Bond*, *Ken Griffey, Jr.*, *Super Mario*. Or even *Darth Vader*. You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

**Is it worth the wait?**



**Only if you want the best!**

 **NINTENDO.64**

**Nintendo**

# PRO NEWS

April 1996

## Atari Teeters on Grave's Edge

Atari Corp.'s President of North American Operations, Ted Hoff, has abruptly resigned amid reports that the company is about to depart the video game business. Hoff's sudden resignation follows the layoffs of 20 Atari engineers, testers, producers, and other employees.

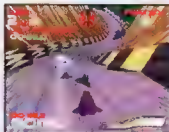
In a story published in Hollywood's *Daily Variety*, Hoff said he resigned because of the direction the company was taking with the layoffs: "It was an indication that Atari's long-term intentions were not to continue in pursuit of video game developing or publishing, neither for Jaguar nor Atari Interactive." Those employees left, he said, don't constitute "the ranks you would need to continue in the video game industry."

Atari reps officially maintained that it will continue to invest in its Jaguar and Jaguar CD, and in January cut the Jag's price again to \$99. But unnamed sources suggested that Atari hardware and software is no longer being manufactured and that there are plans for Atari to abandon its office within a month.



## Psygnosis To Make Saturn Games

Psygnosis, which developed 32-bit games exclusively for the PlayStation for the last two years, will begin publishing Saturn games even though it's wholly owned by Sony. Saturn versions of *Wipeout*, *Destruction Derby*, *3D Lemmings*, and *Discworld* are due by mid-1996. Psygnosis also announced that it will now publish games on any "commercially attractive" system, so expect to see its games on other platforms in the future.



After helping launch the PlayStation, Psygnosis will now bring games like *Wipeout* to the Saturn.

## INDUSTRY PULSE

### 16-Bit Surge

Catching the leading video game companies offguard, sales of 16-bit hardware and games far outpaced 32-bit sales during the recent holiday season. The Genesis and SNES clocked in with combined sales of 4 million in 1995, according to a story in *The Wall Street Journal*, while combined sales of the Saturn and PlayStation barely topped 1 million (see "ProNews," March).

Many consumers found the next-gen systems too expensive, according to the *WSJ* story, so they headed straight for the 16-bit racks, snapping up consoles and top titles like *DKC 2* and *Vectorman*. Sega and Nintendo both reported that if they had better anticipated the 16-bit demand, they could've sold another 200,000 Genesis and SNES units each by having a greater supply on hand.

This shift in the market affected other prominent companies as both Acclaim and The 3DO Company checked in with poorer-than-expected financial performances in their recent fiscal quarters. These sluggish 32-bit sales also posed problems for smaller firms like Digital Pictures, which laid off 30 employees after tough holiday sales. Williams,

## Inside Scoop

### Sega Shuffles Staff and Systems

On the same day that Nintendo formally announced the delay of the Nintendo 64 (see Special Feature, "Nintendo 64 Is Coming" p. 28), Sega of America announced some discouraging changes of its own. As of February 1, its staff was cut by 10 percent, which translates into layoffs of about 40 people. Sega spokesperson Terry Tang downplayed the layoffs, saying, "It's a relatively small reduction in our workforce... The past Christmas season was disappointing to everyone in our industry, and we're not the only company that has had to cut back."

Tang added that Sega underwent the reorganization so it can "focus more clearly on the Saturn, Genesis, and Pico." Conspicuously absent from her list are the Sega CD, 32X, and Game Gear. Tang confirmed that Sega will not make new Sega CD games and will release only two 32X games this year: *Spider-Man: Web of Fire* and *World Series Baseball*. However, Sega still plans to promote the 32X as an affordable upgrade to the Genesis and a viable alternative to the Saturn. As for the Game Gear, about ten titles are in the works this year, including a fall release of *Virtua Fighter*.

### Final Fantasy Set for PlayStation

Square of Japan, creators of *Final Fantasy*, *Secret of Mana*, and other top RPGs, became a PlayStation licensee in early February. Its first PlayStation title will be *Final Fantasy VII*, which will utilize 3D polygonal graphics. FF VII's scheduled for a late '96 release in Japan as a two-CD set.

At press time, Square's U.S. division would not comment on whether the game will be released in the States, but a U.S. version seems highly likely given the popularity of the series. Square will also develop PC games exclusively for the North American market; it's rumored that the long-lost *Final Fantasy V* will launch its new PC line.

however, hung tough, reporting a strong performance in its latest quarter based on sales of Doom and MK 3.

With 30 times more 16-bit hardware in U.S. homes than 32-bit hardware, these changes will surprise few gamers (check out our 16-bit update and calendar in "Short ProShots"). Some game companies are beginning to respond to this new climate of 16-bit interest; Sega, for example, has promised to continue supporting the Genesis throughout 1996. But the release of the Ultra 64 and perhaps an M2-based system will truly set the tone for 1996, so the turmoil has only just begun in what will certainly be another tumultuous year for gaming.

## News Bits

• Upcoming games: **Playmates** reeled in **Battle Arena Toshinden 2** in the U.S., so expect a May release on the PlayStation and Saturn. **GT Interactive** snared the rights to publish **Quake** (id Software's Doom follow-up) on the PC and 32- and 64-bit systems; the first version will be released in the fall. Late this year Gex fans can look forward to **Gex 2**, which will once again star the voice of comedian Dana Gould. Finally, **Bitmap Bros.** is busy developing a sequel to **Soldiers of Fortune** for the PlayStation and Saturn, but a release date wasn't scheduled at press time.

• Late in January, the video game industry's premiere show, the **Electronic Entertainment Expo**, sold out of exhibition space. With all the industry's leading companies present, attendees of the May 16-18 show can expect an early look at the hot games of 1996, including the first wave of Ultra 64 games.

• **Sega** named a winner of its Play To Win sweepstakes, which awarded \$25,000 to the first gamer who was lucky enough to buy and finish a special version of **Vectorman**. Keola Kaula, a 12-year-old from Albuquerque, New Mexico, went home much richer after starring in a Sega commercial in January.



**Can't get enough of Killer Instinct? Topps is releasing a KI card game to keep all you combo freaks busy. Check your local game stores if you're interested.**

## SNK Signs with Sony, Sega in Japan

Providing a boost for Neo-Geo fans, **SNK** announced that it will develop games for two Japanese systems more prevalent than its own Neo CD:

the **Saturn** and **PlayStation**. SNK also announced that its latest arcade hits will be ported over to both systems in Japan. The King of Fighters '95, Samurai Shodown III, and the new Real Bout Fatal Fury will be released for the PlayStation, and titles of equal caliber will also appear on the Saturn. In addition, SNK an-



**Will Samurai Shodown III slice up the PlayStation in the U.S.?**

## BLOCKBUSTER VIDEO

### april HOT SHEET

PlayStation	Saturn	Genesis	Super Nes
1. Krusty's Fun	1. Mortal Kombat II	1. Collage Slam	1. Collage Slam
2. Assault Rigs	2. Sega Rally Championship	2. Poochontastic	2. NBA Live '96
3. Rise 2: Resurrection	3. Virtua Fighter 2	3. NBA Live '96	3. Toy Story
4. Loaded	4. Virtua Cop	4. Toy Story	4. Mega Man X3
5. D	5. NHL All-Star Hockey	5. Gangway	5. Donkey Kong Country
6. Cyberia	6. Tron: Evolution	6. Revolution X	6. PGA Tour '96
7. Project Overkill	7. Off-World	7. Earthworm Jim 2	7. Revolution X
8. Street Fighter Alpha	8. Interceptor Extreme	8. PGA Tour '96	8. Final Fight 3
9. In the Hunt	9. Ghen War	9. Spet Goes to Hollywood	9. Gangway
10. Collage Slam	10. Collage Slam	10. Ashell Real Monsters	10. Ashell Real Monsters

## Hot News from GamePro Online

Attention! Online users who want to get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news.

nounced it will also work on a 3D game that takes advantage of the PlayStation's polygon-crunching power.

But U.S. gamers shouldn't get their hopes up right away. An SNK of America representative would not comment on whether a similar agreement would take place domestically. Considering the revenue-generating potential of releasing such popular games on the new systems, however, a U.S. deal could be just down the road. Stay tuned for updates in future issues as this situation develops.

In other SNK news, the new double-speed Neo-Geo CDZ was released in late December in Japan. Featuring a more compact design, the CDZ's technical specifications otherwise remain unchanged from the Neo CD, but those load times will certainly be less painful. The CDZ's street price in Japan is 44,000 yen (about \$440), considerably more than the older unit's 25,000 yen (\$250) street price. SNK of America also would not comment on whether the CDZ would appear in the U.S.

## More Games for Windows 95

**Microsoft's** amassing game support for its fledgling operating system, Windows 95, by signing on four new developers. **Crystal Dynamics** will port over Gex by late fall, and **Atomic Games** will release its new World War II strategy game, **Close Combat**, in the summer. **Rainbow America**, the developer of The Hive, has committed to work on an underwater action game, while **Terminal Reality**, which made Microsoft Fury<sup>3</sup>, plans to release an off road racer and several other unnamed titles. ☐



**Crystal Dynamics' goofy gecko, Gex, will slither onto Windows 95.**



AOL @ keyword: NOA  
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## Super Mario World 2®



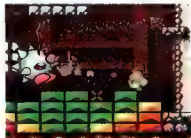
**Mario's back in his biggest adventure yet.**

Four years in the birthing, and now this bambino comes kicking and screaming into the world of

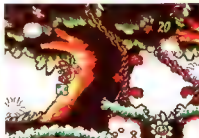
Morphmation graphics. A Nintendo brainchild that allows

the characters and back-grounds to ripple, rubberize and react like nothing you've ever seen ('cept maybe that nasty gelatin salad your mom puts out for company).

But there's more than eye-popping visuals to drool over. There's over



Egg fights, screaming babies, vicious attacks—it's like day care from hell.



Do not adjust your television. These graphics are supposed to be wavy.



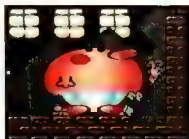


# This baby's outta control.

60 levels packed with all-new surprises. Huge expanding bosses. And Yoshi — a cold-blooded baby sitter who spits fire and launches eggs out his butt. He even morphs into a helicopter...



This little sucker doesn't just scroll left to right. He goes all over the place (and we don't mean Number Two).



Kicking, shrieking, crying, tantrums...and that's just the guys who bought new systems.

try that with your average lizard. And if that doesn't pacify you, there are over 130 different types of enemies. So, you may wanna put on a fresh diaper.



Only for **SUPER NINTENDO**

# GAMEPRO ONLINE

## The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

**GAMEPRO ONLINE**  
The Ultimate  
online source  
for game  
information!

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

## Online Options

Some areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File vault (game-related info, including FAQs)
- Archive (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)

## NetPro



erals for 3DO, Nintendo, Sega, and Sony products. Its new Web

## Glossary of Online Terms

**Text-File Reader** — Most of the files in GamePro Online's File Vault require a "text-file reader" to view them. Text-file readers are computer programs that can display a text file on your screen. Word-processing programs like Microsoft Word are the most popular text-file readers.

## Online Conferences

GamePro Online holds exclusive conferences with leaders and celebrities from the video game industry. One of the most popular was a recent conference with two project leaders from LucasArts. Here's how Sean Clark (*The Dig*) and Vinco Lee (*Rebel Assault II*) responded to questions from the online audience:

**TROGG99:** In *Rebel Assault 2*, is Darth Vader the leader of the Empire or is there another leader, such as Grand Admiral Thrawn?

**Vinco:** Since the game takes place between *Star Wars* and *The Empire Strikes Back*, Darth Vader is the main villain (and servant to the Emperor).

**SPNSTAR:** How is the *Dig's* interface different?

**Sean:** I removed all the silly little painful verbs that seem so prevalent in adventure games. It turns out that they aren't needed to make the game interesting.... Keep it simple.



Gamers dug *The Dig's* online conference.

## Computer Game Demos

Now that *GamePro* covers PC games, GamePro Online has added PC and Mac games to the file libraries. Computer gamers can now check out demos of the latest computer titles, including *Descent 2*, *Beavis & Butthead*, and *Tempest 2000*.



*Tempest 2000* for the PC is among the new PC games in the GamePro Online File Vault.

E-mail us your comments through America Online or at this Internet address:  
[comments.gamepro@iftw.com](mailto:comments.gamepro@iftw.com)

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# What? Another Black Box?

Low-cost PCs called "network computers" will lead the way to electronic entertainment via the Internet.

By The Whizz

Just when you thought it was safe to come out to play after the onslaught of next-generation video game systems, here comes another one! This one's called the "network computer" (NC). With NCs, you won't access gameplay via a cartridge or a CD. These are dedicated systems that plug you directly into a hot, new source of electronic entertainment: the Internet!

## Blat from the Past

The notion of creating hardware dedicated to accessing electronic entertainment from online sources isn't new. Just ask Nintendo and Sega.

When Nintendo debuted the 8-bit NES in Japan, it was dubbed the "Famicom," short

for "family computer." Examine the 8-bit NES and 16-bit SNES closely, and you'll uncover the famous mystery ports, which were always intended for online connectivity.

Nintendo's scheme called for video game systems to become multipurpose, easy-to-use computers for the family, with the key being connectivity to databases and electronic-media content from online sources. Sega had its designs on online game functions, too, as anyone who lusted after a Genesis Telemode will tell you.

Sega and Nintendo had the right idea. What they didn't have was the Internet.

## Wired to the Web

Electronic-entertainment content on the Internet's World Wide Web is evolving now.

As we described in the last issue (see "The Cutting Edge," March), you can play games now, but in the future you'll be able to download music, movies, productivity software, and more. NCs will facilitate Web access by being easy to set up, use, and buy. In fact, most plans call for network computers to sell for \$500 or less.

NCs will be less powerful than PCs, and they'll connect to a TV or a computer monitor. Most network-com-

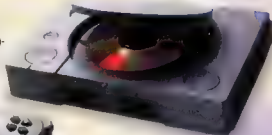
puter schemes keep prices low by foregoing the drives needed to run CDs or diskettes. That's all right because you won't buy software.

Instead, NCs will pull programs from central computers provided by online vendors like America Online.

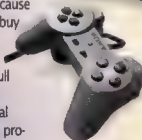
Initially, NCs will connect to telephone lines via built-in modems. By the end of the year some areas of the country will be able to access the Internet by hooking up to the same cable-TV connection that now delivers HBO and Showtime. Such connections will require a special cable modem, which will be built into NCs. Cable modems will amp your Web access to warp speed.

## Black Boxes Begotten

Personal-computer manufacturers and video-game hardware vendors are in hyper drive to be the NC source that taps the masses into the Net. Oracle Corporation, the PC database publisher, is already in hot pursuit of the magic box. Remember Bandai's Power Player (see "The Cutting Edge," May 1995) by Apple? This baby, which




The Sony PlayStation has the power, if not the plans, for Web-wiring.



featured a PowerPCC603 CPU with a quad-speed CD-ROM drive, was supposed to be Bandai's entry in the next-gen system wars. It's recently emerged as the odds-on favorite to reincarnate into Apple's network computer.

Could existing game systems serve as network computers? You bet! The Sega Saturn and the Sony PlayStation have the capability, the processing power, and a connectivity port. But bet the bank that when the PlayStation 2 appears in a couple of years, it will certainly feature online connectivity. More immediately, Nintendo and Netscape Navigator, the creators of the Netscape Web-browser software, are devising the scheme for Ultra 64 Internet connectivity.

## Online Accession

If Internet connectivity is in your plans, a network computer might be also. Of course, you may already own one and not even realize it! 



Nintendo's Ultra 64 could feature Internet connectivity, courtesy of Netscape.

# "HOT GAME"

- US News and World Report

# "THE GRAPHICS ARE AMAZING... FANS WILL BE IN JOY STICK HEAVEN"

- Computer Gaming World

# "THE HIVE IS WHAT REBEL ASSAULT SHOULD HAVE BEEN... AGGRESSIVELY ORIGINAL GROUND BREAKING..."

- Strategy Plus



As agents for the Galactic Federation, you and your partner, Ginger, had been given an assignment to infiltrate NoirDyne, a sinister corporation which has reactivated a once abandoned bio-weapons production facility: The Hive. ▲ Something went terribly wrong... your cover is blown and now the chase is on. ▲ With the help of Ginger's brief data loads, you must battle your way through scores of enemy fighters, ferocious ground troops, menacing robot weapons, and the deadly alien Hivebees. ▲ Awesome action/arcade game play and killer graphics that will blow you away! ▲ 16 bit stereo sound. ▲ 20 pulse-pounding interactive scenes. ▲ Two game play styles... gut-wrenching action sequences combined with never-before-seen Pavoractive™ game play that puts you in the middle of the action. ▲ Download our free Windows® 95 demo from <http://www.trimarkint.com> or from Trimark's folder on CompuServe's Game Publishers Forum "B".



# THE HIVE



## A Player's Guide to Power Peripherals



By The Rat Baron

Yee-hah! We've left the Lab and hit the GamePro Hangar to push the latest in 32-bit flight gear to the limit. While we empty the airsickness bags, take it up to Mach 5 and read on.

### Soar and Descend

If you're looking to plumb the depths of Descent or fly to stellar heights on the PlayStation, the **Analog Joystick** from Sony Computer Entertainment America may be your ticket to fly.

Designed with two joysticks (don't let the twin joysticks fool you, this is a one-player peripheral) separated by a standard eight-button layout, this long, flat unit rests comfortably on your lap, and its contoured sticks have smooth flexibility. Each stick has four easily accessible buttons - two on the face and two triggers. A strafe button mounted on the right joystick is used only in PlayStation analog games like Descent and Cyberia.

If you love Descent but are having problems playing it using the controller, this is the peripheral for you. While it will take rookie pilots a few minutes to master the nuances of using both sticks, the tight controls and easier range of movement in the 3D environment really enhance the gameplay.

A digital/analog switch allows you to shift from analog to play games like Agile Warrior, Krazy Ivan, and Warhawk. The experience isn't quite as



### Peripheral

#### Analog Joystick

**System:** PlayStation

**Features:** Two grips are better than one. While it doesn't enhance any of the older shooters, this hot stick rocks with Descent.

**Available:** June

**Price:** \$80-100

**Contact:** Toy or electronic-gaming stores where PlayStation are sold

good with these games, which weren't designed for use with this peripheral.

The cost of doing battle with a high-end peripheral like this is never cheap. Coming in between \$80 and \$100, only big-time fans of Descent or big-time spenders will want to kick in their afterburners to bring this stick home. Others may find this peripheral up, up, and away from what they're willing to spend.

### Fired in the Sky

If you're yearning to get off the runway on your Saturn, step up to Sega's own **Mission Stick**. Like Sony's Analog Joystick, Sega's Mission Stick is an analog controller designed to maximize your flight experience on the Saturn.

This slick black peripheral offers straightforward aviation-style control with a few extras. To appease both lefty and righty pilots, the joystick can be easily screwed to either side of the base of the controller. The stick's buttons include a trigger plus two top-mounted action buttons bisected by a thin directional switch, which moves you up and down in games like BlackFire. The stick is well-shaped for a combat grip and moves with a smooth roll. The base sports a standard eight-button layout, plus rapid-fire switches for each button and a speed adjustment.

Designed for use with shooters like Wing Arms, BlackFire, and Panzer Dragoon, this snappy controller adds a bit of fun to

otherwise bland flight sims. While you can play other games like Solar Eclipse, Robotica, and Gen War with this peripheral, you'll find that you don't get the same control quality as with a pad. Oddly, the stick doesn't work with Thunderstrike 2, but U.S. Gold plans to make revisions, so future copies of the game will be compatible.

Landing at your local game dealer for about \$80, this costly peripheral may be for top-gun enthusiasts only. If the unfriendly skies don't have you running for the cockpit, you'll probably want to leave this one on the tarmac. **G**



### Peripheral

#### Mission Stick

**System:** Saturn

**Features:** This standard flightstick offers rapid fire and clamps to either side of the controller base for lefty or righty pilots. It's not cheap, but not cheaply made, either, so you may want to wait on this worthy controller until better compatible games are available.

**Available:** Now

**Price:** \$79.99

**Contact:** Toy or electronic-gaming stores where Saturns are sold

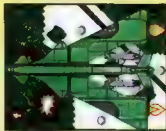
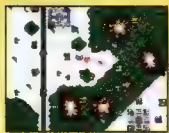




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Mission Briefing: Problem reported at Bio-Weapons Research facility in Raccoon Hills. No communication with Science Hall in six weeks. No response.

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Your team should not be misled by the neat and orderly appearance of this isolated mansion. A major corporation's been conducting questionable research here. You'll soon discover the results of some very, very careless experiments.



With hyper-realistic 3D lighting and an ominous CD-quality sound-track and special effects, to unique action perspectives, this intense drama unfolds, building terror that's overpowering with every step even you wonder through.



Hyper-realistic. When you're under pressure and you're run, split-second decision making abilities are key. Discover and arm yourself with anything you find: knives, pistols, shotguns, flame-throwers and more.



This twisted 32-bit polygon-based blood-bath isn't limited to gloaming dining rooms and endless polished hallways. Monsters are found in darkest corners of the estate cemetery, crumbling guest houses, and a mysterious town.

From initial reconnaissance team: No backup. You are on your own.

CAPCOM



RESIDENT EVIL



SPECIAL  
FEATURE

# NINTENDO 64

## IS COMING!

It's official! September 30 is the target date for Nintendo's new 64-bit game system.

By the Undercover Lover

### Nintendo 64: System Specs

Price: \$249

CPU: MIPS 64-bit RISC  
R4000 CPU

Coprocessor: SGI Reality  
Immersion 64-bit  
RISC processor (for  
graphics and sound)

Memory: 4.5 megabytes

Carl size: 64 megs

The Ultra is "ultra" no more...and that's good news! In addition to pinpointing September 30, Nintendo has announced for its highly anticipated 64-bit next-gen system, Nintendo of America has decided to change the name to "Nintendo 64" to match the Japanese version of the console. The company's 64-bit puzzle, so Howard Lincoln, the chairman of Nintendo of America, is the road to bring the news to game magazines. "The Nintendo 64 is the only console in the video game industry," said Lincoln, "so we announced April 21 as the launch date for Nintendo 64 in the U.S. at 25,000 yen with no announced pack-in cart. At least three games will be available at launch: Super Mario 64, Pilotwings 64, and Kirby Bowl 64—all are published by Nintendo.

Lincoln's announcement would seem to premise that more games will be available to American consumers. "The primary factor driving this launch date was a hardware production factor, but with this new technology, where game designers are going from a 2D to a 3D environment, there's a longer learning curve, so additional time can't hurt."

According to NOA, the American Nintendo 64 will cost less than \$250 (\$249.95). Nintendo is hopeful that 8 to 10 N64 games will appear by the end of this year. "At launch, between 5 and 10 games could be ready," said Lincoln, "but right now, that figure's just tossing a coin up in the air." Among the games Lincoln identified as possibly ready at launch are Super Mario 64, Super Star Wars: Shadows of the Empire, and Doom.

So let the countdown begin! Nintendo's finally ready to jump into the next-gen system war. "We're about to gamble the future of our company on Nintendo 64," Lincoln said, "but we've got a great hand."

## Nintendo 64 Games!

How much? According to Nintendo, N64 cart prices will be comparable to the price range of the current best-selling new 16-bit SNES releases. With Donkey Kong Country 2 selling for around \$59.99, that price tag definitely keeps N64 carts competitive with PlayStation and Saturn CDs.

### N64 Games Most Likely To Appear on Sept. 30

- Super Mario 64 (Nintendo/Square)
- Killer Instinct (Nintendo/Rare)
- Pilotwings 64 (Nintendo/Paradigm)
- Star Wars: Shadows of the Empire (LucasArts)
- Crusin' USA (Nintendo/Rare)
- Doom 64 (Williams Entertainment)

### N64 Games To Come:

- FIFA Soccer (Electronic Arts)
- Mission: Impossible (Ocean)
- Robotech (GameTek)
- Top Gun (Spectrum HoloByte)
- Turk, The Dinosaur Hunter (Acclaim)
- Wayne Gretzky Hockey (Time Warner Interactive)
- Monster Dunk Basketball (Mindscape)
- Red Baron (Sierra On-Line)
- Stacker (Virgin)

The Ultra is built for instant four-player gameplay. Unfortunately, you'll have to purchase three extra controllers.

## Flight Plan 64

It's time to take control of the Empire's most powerful jet in the galaxy. You'll be flying a T-1500, the most advanced jet in the galaxy. You'll be flying a T-1500, the most advanced jet in the galaxy. You'll be flying a T-1500, the most advanced jet in the galaxy.

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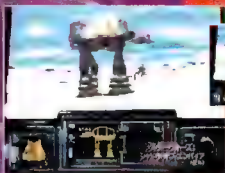
## Star Wars: Shadows of the Empire

The Empire is primed to strike back in dramatic fashion. You'll spearhead the Rebel Alliance's forces by flying several types of Star Wars spacecraft from cockpit and outside-the-ship views. Early demos featured the snow speeders, but expect to fly X-wings and speeder bikes, too.

The story is set in between the movies *The Empire Strikes Back* and *Return of the Jedi*. Of course, the evil Emperor's forces will feature classic Empire hardware like the Imperial Walkers.

It's not yet clear how much of a participant Darth Vader will be. But rest assured that the Dark Side of the Force will be in full fury.

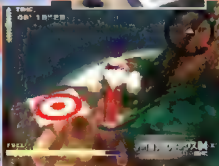
By LucasArts  
Available Fall '96



## Interplanetary Race

Interplanetary Race is a high-speed racing game for the Nintendo 64. It's a fast-paced, action-packed game that's sure to keep you entertained for hours. The game features a variety of colorful, futuristic racing vehicles and a challenging, multi-level track. You'll be racing against a variety of opponents, including alien races and even a giant robot. The game is available for the Nintendo 64 and is rated for ages 10 and up.

Available Fall '96



## Killer Instinct

Killer Instinct 2 is a fast-paced, action-packed fighting game for the Nintendo 64. It's a sequel to the original Killer Instinct, which was a huge success. The game features a variety of colorful, futuristic fighting characters and a challenging, multi-level track. You'll be fighting against a variety of opponents, including alien races and even a giant robot. The game is available for the Nintendo 64 and is rated for ages 10 and up.



NAME: TUSK  
HEIGHT: 6'2"  
WEIGHT: 200 lbs  
AGE: 31 YEARS



By Nintendo  
Availability Date  
Not Yet Announced

## Cruisin' USA

Cruisin' USA is a high-speed racing game for the Nintendo 64. It's a fast-paced, action-packed game that's sure to keep you entertained for hours. The game features a variety of colorful, futuristic racing vehicles and a challenging, multi-level track. You'll be racing against a variety of opponents, including alien races and even a giant robot. The game is available for the Nintendo 64 and is rated for ages 10 and up.



By Nintendo  
Availability Date  
Not Yet Announced



## Crash n' Burn

Crash n' Burn is a high-speed racing game for the Nintendo 64. It's a fast-paced, action-packed game that's sure to keep you entertained for hours. The game features a variety of colorful, futuristic racing vehicles and a challenging, multi-level track. You'll be racing against a variety of opponents, including alien races and even a giant robot. The game is available for the Nintendo 64 and is rated for ages 10 and up.

Crash n' Burn is a high-speed racing game for the Nintendo 64. It's a fast-paced, action-packed game that's sure to keep you entertained for hours. The game features a variety of colorful, futuristic racing vehicles and a challenging, multi-level track. You'll be racing against a variety of opponents, including alien races and even a giant robot. The game is available for the Nintendo 64 and is rated for ages 10 and up.

By Williams Entertainment  
Availability Date  
Not Yet Announced



## MADE IN JAPAN

If you want all sorts of fun, go for the Nintendo 64 game that's Japanese!

44 games made in Japan are available in the Japanese version of the Nintendo 64.

Below: Super Mario 64, Pilotwings 64, and Kirby Bowl 64, with more to follow soon after.

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Below: Super Mario 64, Pilotwings 64, and Kirby Bowl 64, with more to follow soon after.

## Star Fox 64

Star Fox never returned for its second round on the Super NES, but Star Fox 64 picks up the planet-busting space-shooter action. This is the game that introduced 3D polygon environments to 16-bit systems, and it seems set to go ballistic with the Nintendo 64. Arguably, the outfit that designed the SNES FX graphics chip created this cart. In the preliminary versions, Fox McCloud, Slippy, and the rest of the gang were in hand for the shoot-em-up action, using cockpit-behind-the-stick gameplay views.

By Nintendo  
Availability Date  
Not Yet Announced



## Super Mario Kart R

Easily one of the best 16-bit racing games ever, Super Mario Kart will also drive Mario World's go-kart action to the Nintendo 64. You'll wheel and deal with such classic Nintendo characters as Luigi, Koopa, the Princess, Bowser...and Wario! As you race the gang across multiple 3D polygon, texture-mapped tracks, you can watch the gameplay views from

either a behind-the-stick or over-the-shoulder perspective. The game also allows via a horizontal split-screen view, but two-player racing will split the screen into four square panes. Mario Kart looks like it's headed for the fast lane.

By Nintendo  
Availability Date  
Not Yet Announced



## Waverace 64

Like about 650,000 other racing games, Waverace 64 is a high-speed, high-octane, high-stakes, high-stomach bouncing racing game. It's a fast-paced, high-stakes, high-stomach bouncing racing game. It's a fast-paced, high-stakes, high-stomach bouncing racing game. It's a fast-paced, high-stakes, high-stomach bouncing racing game.

and toward the camera views, with a split-screen view. The game also allows via a horizontal split-screen view, but two-player racing will split the screen into four square panes. Mario Kart looks like it's headed for the fast lane.

By Nintendo  
Availability Date  
Not Yet Announced



COVER  
FEATURE

# Creating Evil Incarnate

## The Making of Resident Evil

The leader of Resident Evil's design team tells *GamePro* about their terrifying new PlayStation Game.

By The Feature Creature

What do Resident Evil's bloody butchery and macabre mutants share in common with the bouncy Super NES games Aladdin and Goof Troop? It's hard to imagine, but the two cheerful cartoon romps and the wickedly compelling Resident Evil were concocted by the same creative minds—Capcom's Shinji Mikami and his game-development team in Osaka, Japan.

Resident Evil first gripped *GamePro* last fall (see "Short ProShots," December 1995) with its fresh look and downright bloody gameplay. Now it's shaping up to be one of the year's scariest thrillers. Evil's one-player gameplay layers strategy over an action/adventure foundation. Shifting camera angles juice up the third-person perspective and heighten the game's suspense as you roam through a mansion that's crawling with cannibalistic zombies and nightmarish monsters.



Shinji Mikami, lead game designer, went from making cheerful Disney games to the horrifying *Resident Evil*.

Delays have also made Resident Evil one of the PlayStation's most long-awaited games. To prepare unwary gamers for the frightfest about to unfold, we asked Mikami to discuss the making of his latest effort.

### Monster Manner

**GamePro:** Give us a brief description and walkthrough of *Resident Evil*.

**Shinji Mikami:** The story begins when Bravo Team, a unit of STARS (Special Tactics and Rescue Squad), is sent to investigate a series of murder cases around Raccoon City, a small Midwestern town. When contact with Bravo Team is lost, Alpha Team goes in to find them.

Alpha Team lands to check out the scene, but they soon encounter some horrible creatures that chase them into a mansion. Inside the mansion, the team hears a gunshot, and the main character



"Our R&D department tried to come up with unique creatures," says Mikami. "Be ready to face some pretty disgusting monsters as you get deep into the game." The ghost spider (right) is one of their creations.



hears off to investigate. From there on, the main character is alone, battling hordes of crazed flesh-eating zombies and other sinister monsters.

The basic goal is to escape from the mansion while avoiding traps and enemies. Not all enemies can be defeated easily, so you sometimes have to run away rather than fight. Choosing either of the two main characters, Chris or Jill, will make the story line develop differently, so you'll require various strategies to win.

**GP:** What monsters are the hero face?

**Mikami:** There are all sorts of strange enemies throughout the game—human zombies, dog zombies, giant insects, and a man-eating snake, to name a few. Our research and development department tried to come up with unique crea-

tures. Be ready to face some pretty disgusting monsters as you get deep into the game.

**GP:** What unexpected surprises lurk throughout the mansion?

**Mikami:** There are many, many surprises in Resident Evil. For instance, there are lots of traps, including crush-





*This vicious poisonous snake can kill you almost instantly, but if you weave around it, you'll find a crucial item that helps you get outside.*

ing ceilings, poison gas-filled rooms, and hidden rooms.

## Starting Point

**GP:** What was your inspiration for the game?

**Mikami:** My main inspiration was Z, now a famous Italian horror movie. When I saw the movie, I was dissatisfied with some of the plot twists and action sequences. I thought, "If I was making this movie, I'd do it a little differently." I thought it would be cool to make my own horror movie, but we went one better by making a video game that captures that same sense of terror. I want Resident Evil to give the player the feeling that he's the main character in a horror movie.

**GP:** What new techniques or new gameplay ideas did you include in Resident Evil?

**Mikami:** The feeling that we tried hardest to get across was the fear that people get from dangerous living creatures. In Resident Evil, there are no ghosts or supernatural creatures, and nothing comes from the spirit world. Instead,



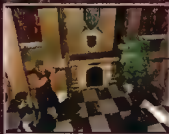
*A zombie in mid-munch on a corpse. Mmm mmm good!*

we used mutated people and animals, which are much more frightening because they seem almost possible.

## Resident Reborn

**GP:** Resident Evil was supposed to be ready for Christmas. Why was it delayed?

**Mikami:** There were some things that we wanted to include in the game no matter



*Shoot a zombie in the head and he sprays green blood.*



*As you run down this first-floor hallway, mutant dogs leap through the window and attack after you.*

**"I want Resident Evil to give the player the feeling that he's the main character in a horror movie."**

**Shinji Mikami,**  
lead game developer

how long they took to produce. If a game takes longer to produce, but a better game results, then the delay is justified.

**GP:** What are you proudest of in the game?

**Mikami:** I'm proudest of the creatures' realistic movements, which we were able to capture using polygon technology. I'm also proud of the sense of terror instilled by the audio and video tracks. Capcom R&D devoted all their efforts into giving the game a sense of realism, and that's what makes it so scary.

**GP:** Was there a conscious decision not to create fully rendered 3D environments?

**Mikami:** In the beginning of the game's creation, we considered using a Doom-like 3D environment, but we reconsidered. In a full 3D environment, you wouldn't be able to see the main character, so you would lose that sense of identity. It's also hard to build

the kind of fear that we were going for. We decided it would be more frightening to have the camera suddenly jump to a different view to heighten the suspense.

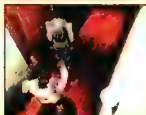
**GP:** Will there be a sequel?

**Mikami:** We hope that people really enjoy Resident Evil. If the first game does well and there is much demand, we'll consider doing a sequel. ■



*So minute are the graphical details, you can even see the wood grain in the table.*

## Zombie Attack



*Get trapped in a room or a tight hallway with a zombie, and you won't live to tell about it. The last thing you'll see as you white out is a spreading bloodstain while the zombie gnaws on your throat.*

**BIOHAZARD**

PRESS START BUTTON

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*This was the game's original title — until a late 1995 revision.*

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## GAMEPRO

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to *GamePro* by April 26, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Infotainment World Books.

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The Cover .....	All / Some / None	5 4 3 2 1
Letter from the GamePros. ....	All / Some / None	5 4 3 2 1
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GamePro Gallery .....	All / Some / None	5 4 3 2 1
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Creating Evil Incarnate: The Making of Resident Evil. ....	All / Some / None	5 4 3 2 1
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Portable Systems ProReviews. ....	All / Some / None	5 4 3 2 1
Quick Hits ProReviews .....	All / Some / None	5 4 3 2 1
Sports Pages .....	All / Some / None	5 4 3 2 1
Role-Player's Realm .....	All / Some / None	5 4 3 2 1
Fighter's Edge .....	All / Some / None	5 4 3 2 1
Loaded ProStrategy Guide .....	All / Some / None	5 4 3 2 1
SWATPro Bonus Section. ....	All / Some / None	5 4 3 2 1
SWATPro .....	All / Some / None	5 4 3 2 1

2) What game systems do you currently own?

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# LAMEPRO

THE #1 VIDEO GAME MAGAZINE

Special  
SABOTAGED  
Issue!



He's Yabba  
Dabba  
Cruel!  
And He Is  
the **LAWI**



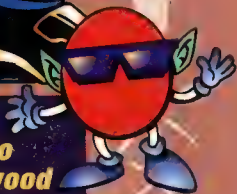
## Freeviews!

- Fridge Racer
- Virtua Crop
- Tushinden 3: No Butts About It
- Picard vs Kirk in Trekken 2: Captain's Flog
- Virtuous Fighters 3: Nuns with Guns
- Rush Limbaugh in Bloated
- Pokerhontas: The Casino Game
- Raynman: I'm an Excellent Driver Game
- Bat Banned Forever
- Donkey Kong Country 3: Driving Miss Dixie
- O.J. Simpson's "Search for the Real Killers" Golf Tour '96
- Don King and Cher in Hair Combat

## NoReviews!

- Pyst
- Post Office Doom
- Street Fighter Alfalfa

**Spock  
Goes to  
Hollywood**  
p.899



An IDS Excommunications Publication

April 1998

\$88.88 Zimbabwe \$245.50

Nutrition Facts		Excommunications	
Serving Size 1 Issue		Calories 2200	
Amount Per Serving		%	
Total Fat 12g		24%	
Sodium 15g		30%	
Total Carbohydrate 11g		22%	
Protein 2g		4%	
Percent Daily Values are based on a diet of other people's secrets.			



## Uranus



By Slasher Queen

With 250 special moves per character (only three are shown in the manual, however), this brawler is one of the best the Uranus has to offer. You choose from 12 characters, battling the brutal Bowery Boys to make it to Mrs. Crabtree's Evil Schoolhouse Hideout.



**NOTIP:** Look to the stars and never let go of your dreams. That's some notip.

### Rascally Rogues

The problem is that you must battle through your roundup of fighters in a best-two-of-three bout. Not to be outdone by such last-generation fighters as Drekken and

Tushinden, Street Fighter Alpha gives you hidden characters like Darl U. Special combos include Buckwheat's 235-hit Otay Kombo.

### Cry Victory for Fair England

The graphics suck. Okay, we said it. Ditto for the sound. Control? The only control problem you'll have is controlling your impulse to chuck this thing right out the window. And what's with the title of this paragraph? Does that mean anything to anyone ex-



**NOTIP:** The best way to get on Spanky's good side is to make Daria jealous.



**NOTIP:** The last hidden stage is the He-Man Winmin Nators Club.

cept for the contentious, over-pompous editors of this magazine? What the hell are they smoking? Little fat bastards. Oh, sorry. I thought this was Cry Hard Game Fan.

So what's to like in SFA? Well, who could hate the Rascals? And who could hate its maker, Ashamed Entertainment? After all, it brought us last year's hit Bat Banned Forever. Who cares if the game is good. What's important is that the Rascals are back, and they never looked better. **L**

# NO REVIEW

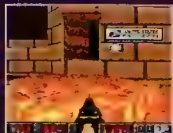


By The Editor  
Formerly Known  
as Scary Larry

It's not enough that the mail doesn't get delivered on time. Overlook the fact that the leading cause of death among postal employees is other postal employees. Now you're the boss, and things are gonna run a little differently.

### Wait a Minute, Mr. Postman

You begin with just an attitude and some voices in your head, but soon you're walking the halls and scarin' the girls in the steno pool. As your weapon



**NOTIP:** If you hear the warning "Hey! Look behind you!" - don't.

proficiency grows, you learn about assault rifles, shotguns, and escape routes. By the time you get to the showdown with the FBI, you're a Letter-Carryin' Rambo.

### The Postman Always Shoots Twice

The graphics are grainy, but gory. Small details, like the



**NOTIP:** Shake your head violently back and forth to clear the voices.

## PlayStation



# POST OFFICE DOOM

The Employees' Edition



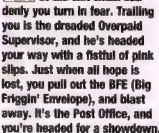
**NOTIP:** If you see yourself on a Most Wanted poster, you're halfway through the game.

glint off the Fed's gunsight, are well done.

It's inconceivable that someone would make a game this violent in such an ordinary setting. Good thing this would never happen in real life. And good that no one would ever think of making a game as brutal as this parody. **L**



**WG** You're running down the hall and are almost at the exit when suddenly you turn in fear. Trailing you is the dreaded Overpaid Supervisor, and he's headed your way with a fistful of pink slips. Just when all hope is lost, you pull out the BFE (Big Friggin' Envelope), and blast away. It's the Post Office, and you're headed for a showdown.



Graphics Sound Control Foxtrot Challenge  
\$3.99 4 players  
CD Side view  
Available now ESRB rating: WG  
Shooter (Womb to Gravel)

### Uranus Profile Street Fighter Alpha

(By Ashamed Entertainment)

**EI** We waited and waited, and now our reward is her! The World Warriors have taken their fight into Spanky's 'hood. Pety, Froggy, Buckwheat, Alpha, and Spanky are back, and they're mad.



Graphics Sound Control Foxtrot Challenge  
\$3.99 4 players  
CD Side view  
Available now ESRB rating: E1  
Fighting (Everyone)

# NO REVIEW

## Ragwire

By Sy Kotick



The story line is simple, so we won't tell you what it is. As for the gameplay, basically you just sit around and wait for things



**NOTIP:** When you come to this brick wall, wait a while (one calendar year should be enough). The wall will disappear.

### Ragwire Profile Pyst

by Slarry Computer Entertainment

MA-PA

You'll never know what hit you when you start this game, nor will you care. This is the most mind-boggling asinine game you'll ever play in your life. It's frustrating, boring, too difficult, and senseless. We loved it.

Graphics	Sound	Control	Fun factor	Challenge
5.5	6.5	5.5	5.5	NO

\$245.75

CD

Available now

Puzzler

8 players

Room with a view

ESRB rating: MA-PA



**NO:** This man has nothing to say, so don't ask him anything.

to happen, like in the Bathroom Stall level.

### In Pystine Condition

You play as AchyBreakyius,

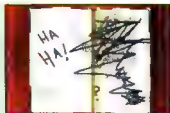
# PYST

whose brother, Seriously, is some kind of nut. Seriously has convinced your father, Backupius, to hide a machine of destruction, and it's up to you to find out where it is.

### Don't Get Mad, Get Pyst

The graphics are kind of static. They just sit there, and so do you. Nice, rendered scenes of absolutely nothing add to the stale atmosphere. The sounds fare a little better. The dog barking on level 42 is a nice change of pace from the eerie, disturbing silence that haunts most of the game.

If you enjoy hours of sitting around doing nothing, then you can play Pyst. It's



**NOTIP:** When you see this screen, don't do anything. Eventually the machine will reset itself.

like school, but less fun. It won't be long before everyone in this country will get Pyst. **L**

Advertisement

NEW! IMPROVED!

It's the

# VIRTUAL BOX

NOW FEATURING  
TWO COLORS!



- Amaze your friends!
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Special battery container  
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- Games? We Got 'Em!

(Oh, for the Virtual Box? Sorry, we don't got 'em!)

Buy one today, and tomorrow you'll say:  
"I got the Box...and the shaft was free!"

"The best box ever!" ... *Cry Hard Game Fan*  
"A better box you'll never find! It's the box of the month!" ... *EGM*<sup>TM</sup>  
"This is some box! Like this box!" ... *Video Grimes*  
"What?" ... *Game Conformer*  
"Yep, it's a box all right!" ... *LamePro*

# SHORT POUNTS

## Previews of Lame New Games!

### Hair Combat



Don King and Cher team up to shoot down the Russkies in this thrilling game. More mousse than a Canadian lodge

### Bad Darned Forever



He's back...but who cares? The Dark Knight has to fight a whole new problem: bad publicity and a terrible game.



### Bloated: Special Limbaugh Edition



Want to trim some fat from the Republican right? Start with

Rush. He's in da house...and da Senate!

### Fridge Racer



It's boxy and bulky, but you'll still be amazed at this colorful and fast appliance/racer. Special hidden cars include the Black Washer/Dryer Combo and the Blender.

### Virtuous Fighters 3: Nuns with Guns



Fighting is a hard "habit" to break, but these priestly pugilists pound from the pulpit. Special hidden characters include Billy Graham and the Pope.

### Pokerhontas: The Casino Game



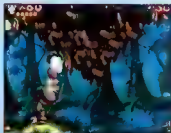
Have you ever heard the wolf cry to the blue corn moon? You'll cry all the way to the bank as the wolf and Pokerhontas soon part the fool and the money.

### Tushinden 3: No Butts About It



The first game for the buttocks-challenged, Tushinden features the return of Sofa, the biggest butt in fighting games today.

### Raynman: I'm An Excellent Driver Game



I really am. How much is this game worth in FunFactor? About 235,435.7. Definitely 235,435.7.

### Virtua Crop



Turn and fire! It's a Harvester! Take on the suited enemies in the Heartland, and learn a thing or two about corn.

### Picard vs. Kirk in Trekken 2: Captain's Flog



Finally, you decide who's the



best: a bald, middle-aged, accented Shakespearean actor or an ancient, tubby, '60s over-actor

### O.J. Simpson's "Search for the Real Killers" Golf Tour '96



O.J. works on his slice...and plays detective in this combination sports/puzzle game. Clues from Cochran and Bailey, and help from Lee Trevino round out this CD.

### Donkey Kong Country 3: Driving Miss Dixie



She's back, she's old, and she needs a chauffeur. Watch as Diddy tells her where she can put her bananas. **B**

BILLIONS OF PRAYERS FOR PEACE.  
MILLIONS OF MEN AT WAR.  
ONE LUNATIC STOKING THE FIRE.



Get ready to trip, and we're talking hard. We're putting 500 weapons, troops, artillery at your command. We're loading you up with the first realtime 3-D rendered visuals of historically accurate battles. We're handing you the keys to over 50 of the most crucial battles of the biggest war ever fought. We're even letting you pick the country to play (Germany, Japan, or America). But, once you've picked sides, we're cutting you loose. History is in your hands. Lives are at stake. Will you champion freedom, or blow it and screw the world up forever?



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure they are compatible with the SEGA Saturn™ System.



SEGA SATURN™



Our games go to 11!™

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# OVERSEAS PROSPECTS

An International View on Video Games

## BATTLE ARENA TOSHINDEN 2

By Hob Ogasawara and Major Mike. Special thanks to Jesse R. Yu.

**Battle Arena Toshinden 2**  
Published by Takara of Japan  
Developed by TAM Soft  
PlayStation  
CD  
Fighting  
2 players  
Available now in Japan

The PlayStation's first polygon fighting game is back with even more in-your-face chop-socky action. In Battle Arena Toshinden 2, which Playmates has secured the rights to release in the States, the mysterious syndicate that organized the first TSD Tournament has summoned the fighters back for another round of relentless violence. Beyond the original cast, Gaia, the deposed organizer of the first tournament, returns to avenge his honor. Two other new contestants have been added: Tracy, a tonfa baton-wielding police-woman, and Chaos, a wigged



You can still throw an opponent out of the ring for an easy win.

out executive of the syndicate who swings a nasty scythe.

### Identical to The Arcade

Little difference exists between the arcade and PlayStation versions except for the opening computer-generated live-action movie in the home version, and the fact that the arcade version uses only three buttons. Along with Ridge Racer and Mugol Kombat 3, this is the sequel to one of the top three best-selling PlayStation games in the U.S. last year.



Gaia and Chaos square off.



Live-action opener

### New Fighters



Tracy



Chaos



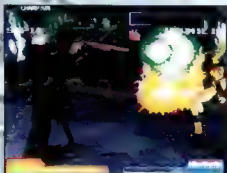
Gaia



Eleven fighters, with a random-select feature



The first new boss – the winged Uranus



The blackest boss Vermilion attacks with his double-barreled shotgun. He also carries a pistol.



### New Bosses



Uranus



Master



Sho



Vermilion

Facing the contestants at the end are two bosses – the winged Uranus, armed with a bow and arrow, and Master, an incredibly tough opponent with a magical sword. There are also two hidden bosses. Sho returns from the original game. To fight him, you must beat everyone, including Master, without losing a match at level 4 at least. Vermilion is a gaunt, gun-packing angel of death. To challenge this sinister character, you must meet the conditions for fighting Sho, with at least four perfect victories with no damage

All-new backgrounds and music



[NOW THE FURIOUS DINO BEASTS ARE RAGING ACTION FIGURES FROM PLAYMATES.]

## SLASHED, CHEWED, RIPPED, GNAWED AND DEVOURED. THAT'S IF YOU WIN.

So you think you're pretty tasty, huh? We'll be the judge of that. Because only the winner of the Primal Rage™ Follower Feast contest will have their image digitized for appearance in the Primal Rage™ 2 video game as one of the worshipful, and ultimately edible, followers.

Losers, however, must content themselves with merely fantasizing about being torn limb from limb.

<http://www.playmatestoys.com>



### GRAND PRIZE:

You and a companion will be flown to San Jose, California to spend a day at Time Warner Interactive with the Primal Rage Team. At the end of the day you will be videotaped and digitized to become a Follower in Primal Rage™ 2!

### FIRST PRIZE:

You can win an original Primal Rage authentic arcade video game for your own home.

### SECOND PRIZE:

Ten winners will each receive a complete set of Playmates' new Primal Rage action figures.

### THIRD PRIZE:

Ten winners will each receive a Sega Genesis Primal Rage game cartridge.

Primal Rage™ & ©1996 Atari Games Corporation/Time Warner Interactive. All Rights Reserved.

#### PRIMAL RAGE OFFICIAL CONTEST RULES

- Please read rules and requirements carefully.
- Return this official entry form or answer via the Playmates website at <http://www.playmatestoys.com>. Playmates not responsible for lost, late, illegible, incomplete, mislabeled, postage due or misdirected mail. Ineligible entry forms and entries not satisfying all contest rules automatically disqualified.
- Mail to: Primal Rage Contest, Playmates Toys, Inc., 16200 S. Trojau Way, La Mirada, CA 90638. Entries must be received by May 31, 1996. All entries become sponsor property; none returned. Winners will be notified by phone.
- Prize Structure: Grand Prize (1 Winner) Appearance in the next Primal Rage arcade game. Includes round trip air travel to San Jose, CA, hotel accommodations, and transportation services. TWI for two persons, along with a tour of TWI and a studio session in which the winner will be videotaped for an appearance in the sequel to Primal Rage. Winner responsible for all expenses not specified herein. (\$4,000 approx. retail value). First Prize (1 Winner) The original Primal Rage arcade video game (\$2,499 approx. retail value). Second Prize (10 Winners) Each of ten winners will receive a complete set of ten Primal Rage action figures. (170 approx. retail value). Third Prize (10 Winners) Each of ten winners will receive a Primal Rage Sega Genesis game cartridge. (\$49.99 approx. retail value). Taxes are winners' responsibility. One prize per household or family.
- Contests open to U.S. residents in Continental United States; void where prohibited, licensed or restricted by law. Employees of Playmates Toys, Inc. and Time Warner, their subsidiaries, affiliates, advertising, and promotional agencies, the immediate families of same not eligible. If a minor grand prize trip winner must be accompanied by parent or guardian.
- Prize must be booked 30 days in advance and taken by July 15th, 1996. Bookings subject to availability; all arrangements by sponsor options; prizes not transferable. No prize substitutions or cash redemption.
- For a winners list, send a self-addressed, stamped envelope to: Playmates Toys, Inc., 16200 S. Trojau Way, La Mirada, CA 90638.
- By entering participants automatically consent to use of name, photo, and/or likeness for advertising without additional consent.

#### OFFICIAL ENTRY FORM

Name (Please Print Clearly)

Address

Apt. #

City

State

Zip (Required)

Telephone

Age

Date

Contestant's Signature (Under 18-parent/guardian signature)

Which Primal Rage Beast Is Your Favorite?

# KIRBY SUPER DELUX

By Nob Ogasawara and Major Mike

KIRBY SUPER DELUX  
PUBLISHED BY NINTENDO OF JAPAN  
DEVELOPED BY HAL LABORATORY  
SUPER FAMICOM

ACTION  
32 MEGS  
2 PLAYERS  
AVAILABLE NOW IN JAPAN

100% COMPLETE

The lovable, rotund hero finally makes his 16-bit action-game debut after starring in two Game Boy games and one of the last NES games. It's true Kirby appeared in the 16-bit games, Kirby's Special Tee Shot and Kirby's Avalanche, but never before as an action hero. Befitting the title, this 32-meg romp is a collection of six separate games, all with different title screens, stories, and endings.

## SIX GAMES IN ONE

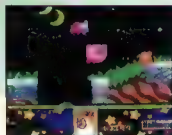
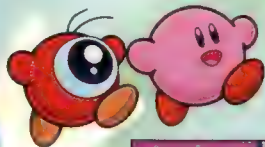
The first game is basically a condensed remake of the first Game Boy title where Kirby

can inhale enemies and fly, but can't copy the skills of swallowed enemies.

The second game, called The White Winged Dyna Blade, is more like the second GB and the NES games. Kirby can copy the skills of inhaled enemies—such as gaining an umbrella as a parachute, spitting fire balls, freezing enemies, growing porcupine quills, and more. As a new trick, Kirby can transform a swallowed enemy into a helper to accompany him on his quest. A second player or the computer controls the helper.



Game three is a foot race against the original penguin boss of the first GB game. The two contestants must scarf down tasty food items while on the run.



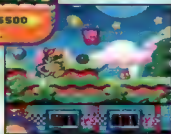
## KIRBY EXPLORER

The fourth game is a dungeon-exploration game. Kirby, together with a helper, must find up to 60 hidden treasures in a huge cavern while facing hordes of nasties. Game five is considerably different from the others in terms of graphics. While the other games are bright and cheerful, this one places Kirby in a Contra-like setting inside a flying fortress. The spherical hero must infiltrate the fortress and make it crash within a certain time to prevent it from raining destruction upon the world.

The final game has Kirby learning skills and befriending new helpers as he progresses. Unlike the other games, where Kirby could use only the skill of the last enemy swallowed, skills once learned can be selected and used at any time in this contest.

## A KIRBY SIX-PACK

In addition to the six main games, Kirby Super Deluxe has two mini games, including a quick samurai draw game and a punching power game. With a full six-pack of Kirby's adventures, this cart lives up to its name.





# Bahamut Lagoon

Bahamut Lagoon  
Published and developed by  
Square of Japan  
Super Famicom  
War sim/RPG  
25 mags  
1 player  
Available now in Japan

100% COMPLETE

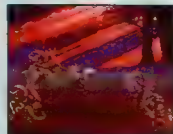


opposing units in a style similar to Final Fantasy. It's possible to raise more than 200 different kinds of dragons by feeding them a variety of items, includ-



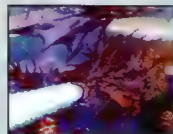
The latest offering from the RPG masters at Square is this epic game in which you fight wars in Fire Emblem style. This means raising dragons as your main offensive threats and employing a battle system that consists of field maps in which battle units are deployed.

Each battle unit, which consists of four humans and one dragon, slugs it out against



ing weapons and armor.

It's rumored that Bahamut Lagoon's development team includes key people involved in the making of Ogre Battle and Tactics Ogre, so this should be a deeply engrossing game.



# LONE SOLDIER

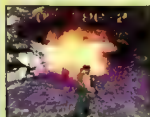
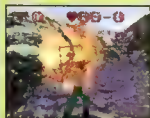
By Tommy Gille

Published by TelStar  
Electronic Studios, U.K.  
Developed by Tempest  
Software  
PlayStation  
1 player  
Available now  
in U.K.



U.K. developer Tempest Software is bringing back the classic "one man versus an army" style of gameplay seen before in Commando and Total Camage.

Lone Soldier puts you back on the battlefield in the form of Hank, an uzi-toting tough guy bent on overthrowing a heavily guarded dictator – not to mention suppressing an alien invasion. From a behind-the-character point of view, you face countless enemy grunts among assorted armored vehicles in jungle, city, and canyon locations. Military power-ups like grenades, machine guns, bazookas, and shotguns, are scattered around this 3D polygonal world. Given the popularity of games like this, Lone Soldier may be a war worth waiting for here in the States



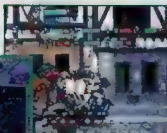
Guardian  
Published by Sega of Japan  
Developed by Treasure  
Saturn  
GD  
Fighting/RPG  
6 players  
Available now in Japan

100% COMPLETE

# GUARDIAN

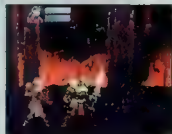
of enemies as you progress on your quest.

You can also take a break from saving the world to engage in plain old fighting with up to six players in any combination – from one-on-five to every man for himself. The great part about the fighting mode is that defeated enemies can also be chosen –



including everything from the huge stage bosses to nasty little bunny rabbits.

The first Saturn game from Treasure (the makers of Gunstar Heroes and Dynamite Headdy) is this spectacular RPG, which is played like a fighting game. You choose one or two heroes (if you have a friend along) out of four possible, and then pummel your way through hordes





# Short ProShots

## THE STATE OF THE

# 16-BIT WORLD

Where have all the 16-bit games gone? And where are the new ones coming from? SNES and Genesis owners get some answers.

By Captain Squideo

Long-time *GamePro* readers will notice a conspicuous void in this month's ProReviews. For the first time in the last six years, our reviewers had no new non-sports SNES or Genesis games to write about. If you thrive on 16-bit games, you've gotta be nervous about the future. In a 32- and 64-bit world, the trusty ol' SNES and Genesis are heading the way of the dinosaur.

Hey, not so fast! Sure, the production of 16-bit games has slowed to a crawl, but the SNES and Genesis still generated impressive sales numbers in 1995. Despite all the ballyhooed new systems that came out last year, the two top sellers were still the SNES and Genesis, which easily outsold the PlayStation and Saturn (see "ProNews").

### The Case of the Missing Games

So what happened to all the 16-bit games in 1996? "Fewer but better" is this year's theme. Top titles like *DKC 2*, *Earthworm Jim 2*, *MK 3*, and *Vectorman* came out during the last six months, but the lesser-known games, which constitute 95 percent of the vast 16-bit library, simply disappeared. Panicky third-party licensees such as Accolade and Capcom cancelled some 16-bit plans and jumped onto the 32-bit bandwagon,

while major movies that in years past would've made it as video games went straight to movie-rental shelves instead (*Braveheart* and *Species*, for instance).

Unfortunately, the situation won't improve for 16-bit owners. Although the SNES and Genesis far outsold their next-generation 16-bit competition in 1995, far more units were sold in previous years. And though some big games are expected through 1996, the list is still pretty short, and it's shrinking all the time as works in progress get cancelled and more third-party developers abandon the old systems.

### Money Can Rent Happiness

Take heart, 16-bit lovers: With almost 3000 existing games from the last five years still around, the SNES and Genesis will continue to be played into the next century, so hang on to those rental memberships.

### Cancelled Games

Many more 16-bit games were planned for 1995 and '96 than were released. Here's a partial list of cancellations.

Akira by T+HQ (SNES, Genesis)  
Beyond Zero Tolerance by Accolade (Genesis)  
Comanche FX by Nintendo (SNES)  
Converse City Ball Tour by Virgin (SNES, Genesis)

# 16-Bit Watch

#### April/May

1996 Olympic Sports by T+HQ (SNES, Genesis)

Frantic Flea by GameTek (SNES)

Ken Griffey, Jr. Baseball 2 by Nintendo (SNES)

Lufia 2 by Natsume (SNES)

Marvel Super Heroes: War of the Gems by Capcom (SNES)  
Super Mario RPG by Nintendo (SNES)

Waterworld by Ocean (SNES, Genesis)

X-Perts by Sega (Genesis)

#### June

Mohawk & Headphone Jack by T+HQ (SNES)

#### July

Bass Masters Classic '96 by T+HQ (SNES)

#### September

Brunswick's Tournament of Champions by T+HQ (SNES)

"Spanky's Hustle Game" (tentative title) by Natsume (SNES)

#### October

PGA European Tour by T+HQ (SNES)

#### November

"Bass Bashing" (tentative title) by Natsume (SNES)

Super Road Rash by T+HQ (SNES)

#### No dates yet

A basketball game by Williams (SNES, Genesis)

A hockey game, possibly NHL Open Ice: 2 on 2 Challenge by Williams (SNES, Genesis)

Arcade Classics by Williams (SNES, Genesis)

Killer Instinct 2 by Nintendo (SNES) - This game is a possibility

Lost Vikings II by Interplay (SNES)

Maui Mallard by Disney (SNES)

Pinocchio by Disney (SNES)

Pocahontas by Disney (SNES)

Ultimate MK 3 by Williams (SNES, Genesis) - This game is a possibility

*GamePro* will continue to reveal tips and tricks for classic 16-bit games, both new and old.

But as for brand-new 16-bit games like Sega's upcoming X-Perts, there won't ever again be more than a handful released annually. They'll come from only a few companies, and they'll probably cost more

than they have before (Capcom's *Mega Man X3* is going for \$73.95, the most yet for a *Mega Man* title). Clearly the breakthrough sales of the PlayStation and Saturn, as well as the anticipation of the Ultra 64 juggernaut, have marked 1996 as the end of an era.

Fireteam Rogue by Accolade (SNES, Genesis)

Formula 1 - World Championship Edition by Domark (SNES, Genesis)

Green Lantern by Ocean (SNES)

Jack Nicklaus Golf '95 by Accolade (Genesis)

Mega Man: The Wily Wars by Capcom (Genesis)

Popeye by American Technos (SNES, Genesis)

Star Fox 2 by Nintendo (SNES)

Steven Seagal's The Final Option by TecMagik (SNES, Genesis)

Super Turrican 2 by Ocean (SNES)

Survival Arts by American Sammy (SNES, Genesis)

Time Killers by T+HQ (SNES, Genesis)

Tinhead by Spectrum HoloByte (SNES)

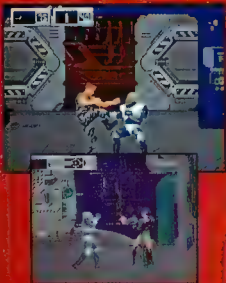
Virtual Hamster by Sega (Genesis)



# X-Perts

By Air Hendrix

## Gameplay



Sega's newest Genesis game has you in charge of the X-Perts, a three-person squad tasked with annihilating a terrorist group that captured an undersea lab. The action goes down in a unique blend of gameplay styles: As in Streets of Rage, you wander the levels searching for a fight, but once the battle begins, it's standard Mortal Kombat-style fighting. Some strategy elements come in the mix as well.

Shadow of the Dragon's hero is back to lead the X-Perts, but players simultaneously control all three characters and switch among them. The battle automatically saves as you progress, and the mission objectives change each time you play to enhance replay value.

This version is too preliminary to call it a star or a stinker, but the premise is sure intriguing. X-Perts has a good chance for future updates.



Does X-Perts have the juice to rejuvenate the Genesis? Only hands-on play time will tell, but this advance look seems promising.

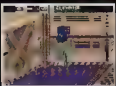
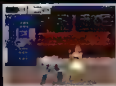
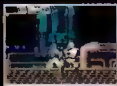
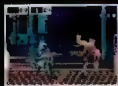


Developed and published by Sega  
Available Fall

100% COMPLETE



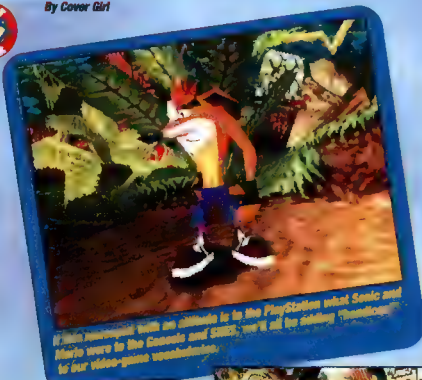
## Graphics & Sound



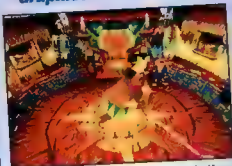
## Crash Bandicoot



By Cover Girl



## Graphics &amp; Sound



Game development is only at the halfway point, but graphically Crash has the early looks of a winner. Crash and his cohorts jump off the screen at you in fully rendered 3D animation.

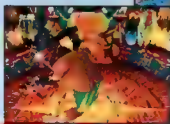
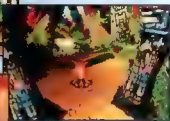
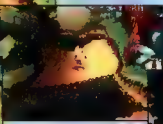
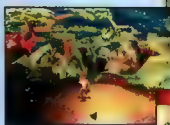
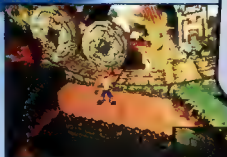
The game's theme music and sound effects weren't available for previewing, but reportedly the effects are being created by movie-effects editors. It looks like Crash could have all the bells and whistles necessary to make him the PlayStation mascot — now we just need to wait for the gameplay.

## Gameplay



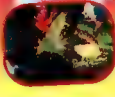
No mascot has captured the hearts, minds, and dollars of PlayStation owners the way Sonic and Mario won over Genesis and SNES owners. Crash Bandicoot, an orange, rat-like marsupial, could possibly change all that.

The game smacks a little of Sonic. There's an evil doc, Dr. Neo Cortex, who wants to rule the world, and a girlfriend named Tawna who needs rescuing. But unlike the typical side-scrolling action/adventure platform hopper, Crash Bandicoot moves and grooves with multiple views inside his 3D world. Universal Interactive intends to have 30 levels of gameplay replete with bonus rooms and hidden items à la Donkey Kong Country.



Developed by Naughty Dog  
Published by Universal  
Interactive Studios  
Available September

50% COMPLETE





# Super Mario RPG

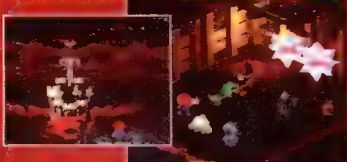
Super NES

By Nob Ogasawara



Given the sheer RPG genius of Square and the grand gaming vision of Nintendo, *Super Mario RPG* is shaping up to be an enormous masterpiece.

## Gameplay & Controls



The field map provides a diagonal view that allows movement in eight directions, including running and jumping. The right stick, however, is entirely menu driven—when Mario runs into an enemy, the screen switches to a fighting stage. The fighting menu has four choices that enable you to attack, defend, or run; use an item; and perform a random attack by using buttons A, B, X, and Y.

The attack mode is fairly unique in providing an Attack button at certain times, a different kind of attack is unleashed. Also, various attacks are performed by hitting the Attack button repeatedly at different speeds, keeping the button pressed, or by making circular motions on the directional pad. Unlike run-of-the-mill RPGs, this system makes it easy for the player to stay involved with the action.



Developed by Nintendo  
and Square  
Published by Nintendo  
Available May  
(Screens from  
Japanese version)

100% COMPLETE

## Graphics



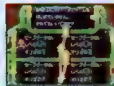
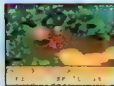
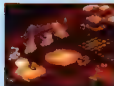
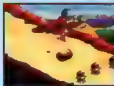
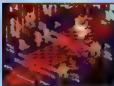
The graphics showcase a breathtaking diagonal view with fully rendered 3D characters and objects similar to those featured in *Donkey Kong Country*. This visual style lends itself well to showcasing Mario's actions, such as his dashes and jumps.

## Story Line



The epic adventure starting the world's best-known plumber unfolds with Mario locked in mortal battle with Bowser, who has kidnapped Princess Daisy for the umpteenth time. As the eternal rivals slug it out, a huge sword plunges from the heavens into Bowser's castle, causing a massive explosion that blows Mario back home.

Thus begins Mario's sprawling journey to defeat a terrifying foe that has descended from the sky with only a handful of mates, including a frog child, a wooden puppet, and even Bowser!







## Magic Carpet

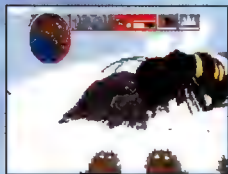
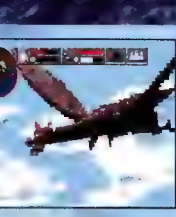
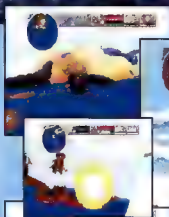
Saturn

The latest PC game to leapfrog to the 32-bit pond is Bullfrog's much-heralded Magic Carpet. An action/flight sim straight out of *Arabian Nights*, Magic Carpet takes place in a 3D world where spells are weapons and mana is lifeblood.

You're aloft on a woven rug, trying to eradicate evil wizards by casting spells that do everything from building castles to leveling your enemies'

domains. Your goal is to collect mana, the elixir of power that earns you the most devastating spells and increases your castle-building abilities.

Magic Carpet weaves strategy into its action-oriented tapestry with monsters, such as griffins, and narrow chasms that hide mana. If Bullfrog ports the PC version exactly, the landscapes will unfold in real time – literally on the fly.



Developed by Bullfrog  
Published by Bullfrog and  
Electronic Arts  
Available May

70% COMPLETE



## Congo the Movie: The Lost City of Zinj

Saturn

Based on the short-lived flick, Congo is a first-person Doom-style action game that offers a change of scenery for the claustrophobic. Congo's rendered 3D environments take you through your paces in vivid 360-degree jungle scenarios. Chest-thumping gorillas, giant mosquitoes, killer spiders, and the like stall your search for the treasure of Zinj. If you saw the flick, you may recognize four areas in the game, but the musical score's original.



Developed and published  
by Sega  
Available April

80% COMPLETE



## Mortal Kombat II

PlayStation version

Not to be left out of the crowd, PlayStation kombatants will soon get their MK II fix. This version of the popular head-to-head fighting game presents all the arcade fighters, including Reptile. Babalities, Friendships,



finishing moves, combos, and hidden characters are also intact. Additional frames of animation on top of enhanced graphics and sounds should up the enjoyment value of this classic fighter.



Developed and published  
by Acclaim  
Available now

60% COMPLETE

## Casper

Amiga MSX

Casper scares up puzzle-solving action in this action/strategy game based on the movie. As Casper, you search for missing pieces of the Lazarus Machine. Voices and 3D character models from the flick add to the fun

*By Interplay  
Available March*



## Chronicles of the Sword

Amiga MSX



Chronicles continues the Arthurian legend in the graphic adventure realm. From first- and third-person perspectives, you explore areas to uncover secrets and match wits and weapons with enemies

*By Sony Interactive  
Available Now*

## City of the Lost Children

Amiga MSX



This action/adventure game sends you on a search through 100 rooms. The animated 3D characters were rendered with models and motion-capture techniques.

*By Sony Interactive  
Available Third Quarter '96*

## Deadly Skies

Amiga MSX



Engage in one- or two-player dogfights with your choice of a fully armed F16, MIG29, or F117A Stealth Bomber. Rendered 3D backgrounds and polygon graphics enliven the aerial action.

*By JVC  
Available Winter '96*

## Floating Runner

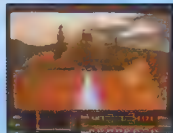


Floating Runner's character looks like Sonic minus the red sneakers. The forward-scrolling gameplay sends you leaping across platforms and dodging attacks in a 3D world.

*By T+HQ  
Available May*

## Maximum Surge

Amiga MSX



You'll get a surge from the first-person shooter action in this seek-and-destroy game that's packed with familiar Hollywood faces, including Yasmine Bleeth (*Baywatch*).

*By Digital Pictures  
Available First Quarter '96*

## Mohawk

Amiga MSX



Mohawk's supersonic pace, action/adventure gameplay, and huge levels bring to mind another speedy mammal, but this green-haired dude's world turns upside-down like Sonic's never could. Mohawk's side-scrolling action is for two players.

*By T+HQ  
Available July*

## Phoenix 3

Amiga MSX



Phoenix 3 rises to the challenge of mixing shooter fun with side-scrolling action gameplay. Your job: Wipe out aliens across 20 levels. You've got the guts and the gunpower to do it.

*By Studio 3DO  
Available Now*

## Sentient

Amiga MSX



This graphic adventure combines action, strategy, and role-playing with real-time gameplay, where characters make game-altering decisions while you're playing.

*By Sony Interactive  
Available Third Quarter '96*

## Snowjob

Amiga MSX



Somebody's trying to deep-six assistant district attorney Lara Calabreeze... 20 somebodies, in fact! Your job in this graphic adventure is to bag the bad guy before Lara ends up in a body bag.

*By Studio 3DO  
Available Now*

## Syndicate Wars

Amiga MSX



You choose one of three characters in this strategy/action sequel to Syndicate. Complex missions up the challenge. Graphic enhancements include light sourcing.

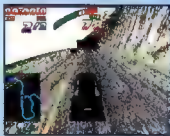
*By Bullfrog and Electronic Arts  
Available March*



## The Need for Speed

Need for Speed started 3DO gamers last year with its top-notch racing, and the smokin' new PlayStation version is revved up to supply even more high-octane thrills. The game's eight exotic cars, including a Lamborghini Diablo and Ferrari 512TR, will instantly entice racing fans. Better yet, EA augmented the 3DO course lineup with a new threesome of tracks (six in all) and two new modes that pit you against all the other cars.

Along with the improved responsiveness in the controls, this Need plays like a new – and much deeper – game. Faster, smoother graphics and those same great at-the-track engine and tire effects com-

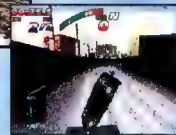


plete what looks to be a killer two-player racing game for the PlayStation.



Developed and published  
By Electronic Arts  
Available March

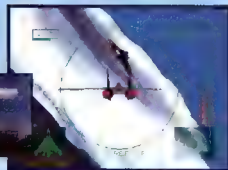
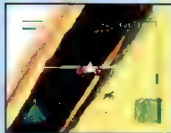
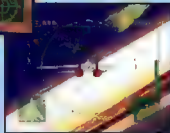
**70% COMPLETE**



## Top Gun: Fire at Will

With its strong PC heritage and ties to the hit '80s movie, Top Gun could deliver stellar one-player aircraft shooting on the PlayStation. Following an arcade-shooter format (rather than the PC version's flight-sim feel), Top Gun loads up with a complete set of missiles and other weapons, more than 30 missions, and a full range of movement.

Snazzy 3D landscapes and movie-quality full-motion-video clips create a realistic combat atmosphere, and Spectrum plans to add cockpit chatter to complete the experience. In this very early version, however, the plodding A.I. didn't exactly serve up thumb-busting action. Hopefully Spectrum will tune up the challenge and enemy attack patterns for the final version.



Developed and published  
By Spectrum Holobyte  
Available May

**60% COMPLETE**



# HEADING FOR PLAYSTATION!



*"A very fine FIFA-beating performance."* - X GEN



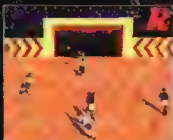
**TWO GAMES IN ONE:  
INDOOR & OUTDOOR SOCCER!**



**FULL OF INTERNATIONAL  
HIGHLIGHTS!**



**FREE KICK! WATCH  
FOR THE BANANA!**



**REVIEW SHOTS WITH  
INSTANT REPLAY!**

Striker 96™ meets you head on with state-of-the-art soccer including an exclusive indoor soccer option! Exhibition, league, tournament and championship modes! Simulation and arcade options! View the ultra-realistic play from any of seven different camera angles and catch an instant replay of your majestic moves and greatest goals! The #1 team sport in the world comes alive!



## STRIKER 96



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# PC GAMEPRO

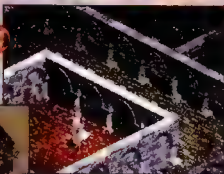
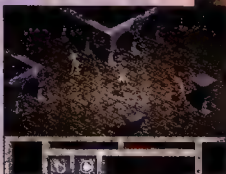
## Diablo PC CD

A familiar tale sets the stage for this promising RPG-style adventure. Your medieval village is plagued by an evil force, and you must descend into mazelike crypts beneath the town to seek revenge.

Diablo presents you with a series of missions that you must solve by talking to villagers, poking around in the crypts, and, of course, slaughtering monsters. The mystery of the town's plight unfolds gradually as you gain more powerful fighting skills, weapons, and magic. The dungeons are randomly generated, so the game stays fresh with new traps, monsters, and treasures in each foray.

Snaazy rendered 3D graphics promise to lend this demonic tale an eerie fire-and-brimstone atmosphere. But you won't have to face the darkness alone: Solid multiplayer options let you go head-to-head or play over a network or modem.

*By Blizzard Entertainment  
Available Spring*



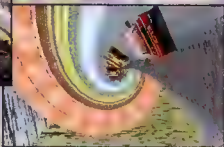
## Whiplash

PC CD

Whiplash burns rubber on the PC with a new take on racing games. As you crunch fenders around 16 tracks, you work as part of a team to squash the other squads and cross the finish line first. But winning also demands stunt-driving skills—the tracks are packed with hairy obstacles like corkscrews, cross-traffic jumps, rising drawbridges, and towering loops.

A built-in communications feature lets you talk trash and plan tactics in the heat of the race. Up to 16 players can join these fender benders over a network or modem, and Interplay promises to deliver a tough A.I. that'll pull its weight as well.

*By Interplay  
Available Now*

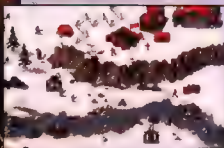
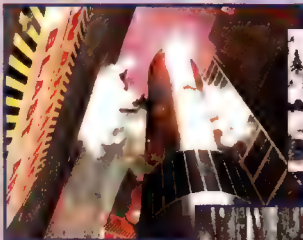


## Command &amp; Conquer: Red Alert

PC CD

Before World War II, before Hitler rose to power, before Command & Conquer, another enormous empire was about to storm across Europe: the U.S.S.R. The prequel to the best-selling Command & Conquer, Red Alert puts you face to face with the mighty Soviet Empire, which is poised for conquest under the leadership of the tyrannical Josef Stalin.

Fighting on land, at sea, and in the air in this combat strategy game, you manipulate a new arsenal of machinery, munitions, and manpower, including attack dogs, chemical bombs, saboteurs, subs, paratroopers, land mines, bombers, and cruisers. Among the game's other new features are an enhanced A.I. that's tougher than ever, a Skirmish mode that lets you practice maneuvers, and larger maps that are double the



size of those in C&C.

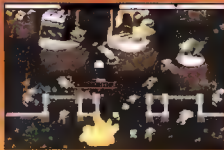
With three paths to victory (two as the Allies and one as the Soviets) and at least 13 missions per path, Red Alert provides a full combat experience. Here's your chance to "Just say nyet" to Communism.

*By Virgin  
Available April*



## COMMAND &amp; CONQUER: COVERT OPERATIONS

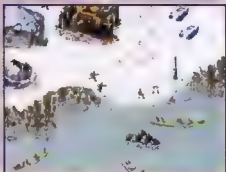
PC CD



After scoring big with Command & Conquer, Virgin is offering a companion disc of interactive combat strategy called Covert Operations.

The 15 new solo-play missions, 10 new multiplay maps, and 7 new soundtracks expand on the original battle between the Global Defense Initiative and the Brotherhood of Nod. Taking either side, you can play the missions in any order. As in C&C, newscast footage, commercials, and additional realistic features help bring the fight to life.

Available now, Command & Conquer: Covert Operations is priced at \$24.95. You also need the original Command & Conquer game.



## Strife PC CD

Rogue beefed up the Doom engine for its promising action/role-playing game, *Strife*, which creates a first-person universe with integrated levels. You're a rebel against tyranny who undertakes missions to bring down the Order. *Strife* augments the Doom-like gameplay with weapons enhancements, warps, jumps, and an eight-player death-match mode.

*By Rogue Entertainment  
Available Winter '95*



## Z PC CD

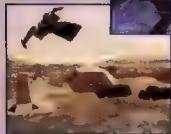
Bitmap Brothers, the developer that brought *Soldiers of Fortune* to the Genesis, brings a raucous version of *Capture the Flag* to the PC. In this overhead-view combat strategy game, you command an army of no-good robots who sometimes follow orders (such as capturing munitions factories) and sometimes give you lip. Body parts and shrapnel fly as you conquer the enemy across five planets.

*By Virgin Interactive Entertainment  
Available April*



## EarthSiege 2 PC CD

You get your choice of murderous mechs or aerial combat in this sequel to *EarthSiege*. Either way, expect excellent explosions, awesome armaments, and riveting, riotous shooting action. In *EarthSiege 2*, you lead a squad-ron against invad-



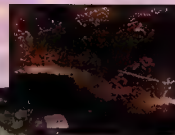
ing Cybrid forces. Stunning high-resolution graphics and digitized voices heighten the realism.

*By Sierra On-Line  
Available March*

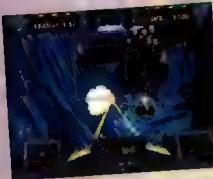
## Abuse PC CD

If you're not ambidextrous, be prepared for *Abuse* as you use both keyboard and mouse to move and shoot in this side-scrolling action/adventure game. The dual control sets up a 360-degree field for firing as you blast alien creatures across the 18 levels of their labyrinthine complex.

*By Crack Dot Com  
Available Now*



## Wetlands PC CD



If variety is the spice of life, *Wetlands*' diversity will salt your PC plenty. This first-person game antes up multiple types of gameplay, including shooter action; various vehicles like speeder bikes that you commandeer; and diverse envi-

ronments. The animation is refreshingly different, too, as you hunt for an escaped convict.

*By New World Computing  
Available Now*





Download the Demo  
<http://www.returnfire.com>

# TAG, YOU'RE DEAD

## RETURN FIRE™



Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-fest. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer dolby® soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

### Destroy. Destroy. Destroy.



Also available on 3DO™



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RETURN FIRE





## NBA Live '96

PC CD

Five-on-five hoops action for up to four players comes to the PC with NBA Live '96. The game brings home all 29 NBA teams, their complete '95-'96 rosters, all-star and custom teams, more player stats, and new blocks and moves, including tip slams and dives. You also get exhibition, season play, and playoff modes, plus you can create the next Shaq or Magic with the create-a-player feature.

Live '96 intercuts the gameplay with video sequences,



while a 3D court and changing camera angles realistically portray the action. CD-quality music is also part of the deal.

By EA Sports  
Available Now



## NCAA Championship Basketball

PC CD

Aiming for authenticity in its first college hoops tryout, GTE Entertainment snagged the NCAA license to bring all 64 Division I teams, their mascots, team colors, and arenas to NCAA Championship Basketball. Building your team from walk-ons or seasoned players, you can play exhibition, tourney, and regular-season modes. The A.I. builds experience for individual players based on pressure during gameplay, age, and abilities, so the freshman team you begin with can walk away



the battle-tested champions during March Madness.

Realistic player movements designed with motion-capture techniques drive NCAA's oncourt action. Some



4500 frames of animation mean that behind-the-back dribbles and slam dunks are depicted with realism and fluidity.

By GTE Entertainment  
Available Now



## Greg Norman Ultimate Challenge Golf

PC CD

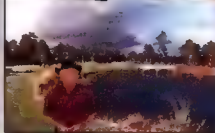
Options abound in Greg Norman Ultimate Challenge Golf, though you play on only one course. You play as the Shark or compete against him, or choose from a selection of female and male golfers. Players can be customized from a menu of 44 attributes, and your clubs and balls are also subject to your whim.

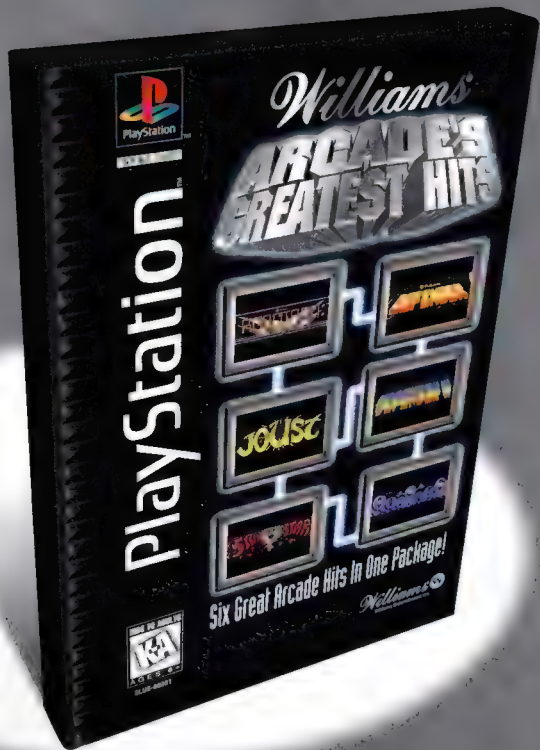
In addition, Ultimate offers arcade-style play where you tee off just as you would on the green, or you can program your swing for maximum effort, calculating the spin, shot



height, and power of your swing. Four views of the course keep you on top of the action, and Norman provides commentary during helicopter fly-bys.

By Grolier Interactive  
Available Now





**Open All Night.  
No Quarters Needed.**

Williams W



Super NES™ and GENIUS™ versions coming this summer.

# HOT AT THE ARCADES

## Time Crisis

By Bruised Lee

Get ready to lock and load with a new pulse-pounding, trigger-pumping gun game from Namco. Time Crisis spits more lead than a Quentin Tarantino film.

### He Shoots, He Gores

Time Crisis is a first-person shooter that's similar in style to Virtua Cop, but it's leagues ahead in gameplay and graphics. You play as a special agent who has been called by the President to save his kidnapped daughter from Sherudo Garo, a terrorist who has taken her hostage.

Players can select from two games. In the Story game, you must defeat all the enemies in each area before proceeding to the next stage. In the Time Attack mode, you select one of the stages and defeat all the enemies under the allotted time. This mode has 12 areas, with 4 areas making up each stage.

Both the enemies and the gameplay environment have a realistic appearance that makes Virtua Cop look criminal. Namco's Super System 22 computer-graphics board produces some of the smoothest texture-mapped polygons to date. Time Crisis's gameplay is also a step up from VC. Because you're working against the clock, the game constantly moves you throughout the level,



*Sometimes the action gets up-close and personal. There is no time to think, only to react.*

unlike VC where you sit stationary for short periods, picking off the same enemies repeatedly before moving on.

Time Crisis also steps out from the rest of the gun-gaming pack with an innovative "duck" pedal that enables players to crouch for cover and reload behind various objects. In essence, the pedal enables you to switch from a defensive position (ducking) to an offensive position (attacking). And you find yourself dodging and springing into the action like never before.

### In the Time of Fire

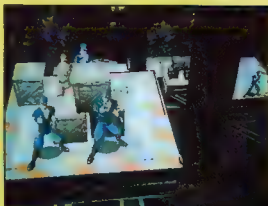
The sensational graphics in Time Crisis are supported by the realistic sound effects. From the battle cries to the bullets flying overhead, the audio alone adds to the game's realistic gunfighter environment. Time Crisis is a definite Virtua Cop killer. ■



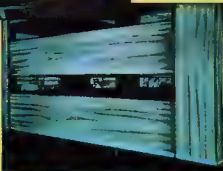
*The crime scene*



*PROTIP: In the warehouse, enemies stand behind crates, making them difficult to kill.*




*PROTIP: Use the high ground to your advantage as you pick off enemies.*



*PROTIP: Hide behind objects when there's return gunfire. Wait for the rain of bullets to stop before you attack.*







Just a reminder  
you can now play  
Street Fighter Alpha  
in the comfort of  
your own home.

If you think you've mastered Street Fighter's brutality, brace yourself. Straight from the 61 arcade hit, Street Fighter Alpha™ combines state-of-the-art graphics with all new hidden attacks and multi-level super combos. Match up in hand-to-hand battles or lock into two-player combat with twelve of the deadliest Street Fighters of all time. Win

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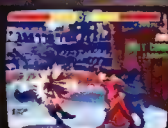


"100%...possibly  
the greatest fighting  
game of all time."

— Game Fan, 2/96

"Flawless controls...  
perfect arcade-to-  
PlayStation translation."

— GamePro, 3/96



are your favorites from Street Fighter™, Street Fighter II™ and Final Fight™. There are vicious new additions with blinding speed  
and secret moves. It adds up to a new walk on the dangerous side of the street. Now located right in your neighborhood.

**STREET FIGHTER**  
**ALPHA**

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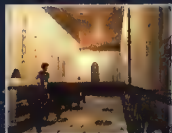


# PROREVIEW

## PlayStation

By **Air Hendrix**  
and **Bruised Lee**

Not for the faint of heart, Resident Evil possesses the PlayStation with a spectacular round of murderous monster mayhem. This terrifying tale leaves you quaking in your shoes, and its breathtaking graphics and riv-



**PROTIP:** Before the first dog jumps out of the window, push aside the third table and grab the lighter that's hidden behind it. Use the lighter upstairs to light the fireplace.

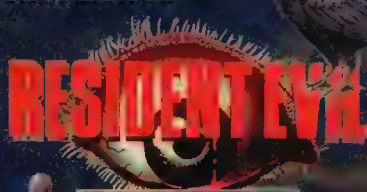
eting gameplay will lure you back time after time.

### The Plot Thickens

It is, naturally, a dark and stormy night when your squad enters Raccoon City to investigate the disappearance of Bravo Team. Unearthing reports of families in the area being butchered and watered-down spikes, Bravo's

foray, but they never returned. Attacked almost instantly by monstrous dogs, you flee to a nearby mansion where you must investigate the evil that resides within.

Inside the mansion, the action begins in earnest. Playing as either Jill Valentine or Chris



**PROTIP:** When you're confronted by the dogs, use either the shotgun or the handgun to make them play dead. The handgun affects them less than a mosquito bite.

Redfield, you explore your surroundings, searching for your missing companions and a way out. A B-grade full-motion video intro and corny cinematics wrap the game with an ongoing story line that's mostly laughable, but they interfere little.

### The Haunting

Carefully blending challenging combat with brain-busting puzzles and exploration, the gameplay maintains a gripping pace. You fend off carnivorous zombies and gigantic snakes on the way to



**PROTIP:** To save on ammo, run past zombies and dogs. This method is risky but effective.

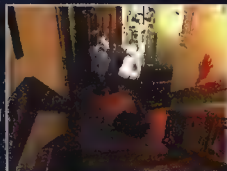


uncovering the clues you need to open the mansion's multitude of locked doors. Less obvious puzzles, like using sheet music to play a tune on the piano and open a secret door, also crop up frequently. Some of it's downright scary—the first time the dogs leap through the window, you'll have to check your Calvins for yellow streaks.

Along the way, you'll find better weapons, including a shotgun, bazooka, and flame-thrower. Other items,

such as decorative shields and gems, play a role in the puzzles that grant you greater access into the house and its mysteries.

Such intricate puzzle-solving and item collection



**PROTIP:** Your shots damage enemies more severely when the enemy is close to you.

**Resident Evil Takes Alone**

**NTSC**

Resident Evil takes Alone in the Dark-style gaming to a higher level with gory Doom-like combat and gorgeous graphics. This one's worth every penny.

Graphics	Sound	Control	Fun/Factor	Challenge
5.0	5.0	5.0	5.0	5.0

**NT.**

\$68.95

Available now

1 player

Save feature



# Getting Started

This mini strategy guide gets you off to a good start playing as Jill.



After you and Barry discover the blood on the floor, go through the door to the right. Inside is a zombie. Exit the room to get Barry to return with you. Let Barry shoot it.



Before leaving the dining room, walk to the blue vase. You'll find an old shield that's used

as a score point later. Now head to the main stairway.



Walk up and turn right. As you descend, there's a pink lock pick. From there, go through the blue door to the table.

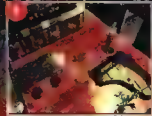


Push the shield into front of the statue and grab the shield. Next, push the table away from the red entrance and go in.



Inside the red entrance, slash the zombie's head. Next, you

can turn your gun clip on the ground and the shield will be on the blackboard. After you throw the shield at the zombie, turn around to be in the center of the room. You'll be in your first room.



Walk behind the piano in the bar and push the chest toward the rear wall. Take the shoot music, walk to the piano, and

play a little tune. After you play, a secret room opens up.



In the secret room, drop the gold shield onto the ground. You found your first shield. Most shields are in rooms.



Place the gold shield above the fireplace, which moves the grandfather clock, revealing a key. The key allows you to enter some rooms in the house.

definitely builds an R.E.G. into Resident Evil, but as fans shouldn't run out of ammo. There's enough prize zombie-busting to sustain you, but the most luscious thumb-thumpers. The well-crafted gameplay, along with the incredibly long hours that you explore, add up to a phenomenally deep game.

## Handling This Resident

At first, successfully steering your character poses a serious challenge. With intensive practice, the unusual but effective controls become intuitive. You'll die a few frustrating deaths before you master the learning curve, though. Shooting and fighting, however, handle without a hitch.

As you explore your inventory, you'll find a simple process.

## Red Beauty

If you could boot out the monsters, this surreal mansion would be your dream home. As you pass through stately dining rooms and hallways lined with suits of armor, every detail of the rendered 3D environment is



**PRO TIP:** Be sure to save your game before you fight the snake.

so detailed that it's better than any other game's. The texture of the dining room's ivory wall with beautiful wallpaper and paintings. Likewise, the sprites move with life-like fluidity as they clamber up stairs and slant new clips in their guns.

The unique perspectives give you a different angle on each new area, which creates an intriguing variety despite the times where you get stuck in an out-of-the-way corner. The load time between rooms, however, can occasionally try your patience, but Capcom's pushing the PlayStation hard. Beautiful sounds accompany every element of Resident Evil. The dia-

logue comes through with crystal clarity, and the game music ranges perfectly from spooky to peaceful, depending on what's happening.

Best of all, the excellent effects breathe impressive realism into every room. Zombies groan with hair-raising horror, spent rounds clatter to the floor, and your footfalls change as you move from marble to carpet.

## Redrum

Long the lord of Street Fighter, Capcom's clearly taking a new tack with this killer game, and the results are outstanding. Resident Evil stands tall as a topnotch second-generation PlayStation game that's well worth the green.



# PROREVIEW

## PlayStation



By **Scary Larry**

Presenting famous monsters in one-on-one fighting situations, this latest CD from Capcom is a visual and sonic treat. But compared to a gem like *Street Fighter Alpha* (see *ProReview*, March), it falls just a little short in the depth department.

### Monster Mash

A direct conversion of the year-old arcade game, *Darkstalkers* captures your imagination and tests your skills at once. You slug it out in two-of-three standard bouts with famous monsters like a vampire, werewolf, mummy, and zombie. Each character has special moves that emulate the *Street Fighter* theme of fireballs and dragon punches. The arcade original was also one of the few games where the concept of linking moves (à la *Killer Instinct*) originated, so you'll find plenty of multi-hit combos here.

Controlling your character is as easy as the control on *X-Men* for the Saturn—basic, effective, but just a little too simple. Frantic button-press-

ing will get you through the first few matches easily, and just a rudimentary knowledge of the basic moves will see you through to the end of the game. Even on the hardest setting, it took the *GamePro*s only a couple of hours to beat this game.

### Fight of the Living Dead

The visuals are the real star, just as they were in *X-Men*. Colorful, anime-inspired graphics and lush, well-illustrated backgrounds make the game easy on the eyes. All the special moves are flashy and clear with little slowdown anywhere in the game.

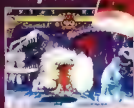
The sounds could use a boost. Although the sound effects are crystal clear and suit their purpose well, the music is sugary and not as pleasant. Tune in to your own monster rock while you play.

### Fright Fight

A good concept, strengthened by great graphics and good gameplay, is what makes *Darkstalkers* one of the better fighting games on the PlayStation. Not as deep as *Street Fighter Alpha*, but just as fun, *Darkstalkers* is a welcome addition to the PlayStation library. File it after *MK 3* and *Alpha*, but in front of everything else. ■

# Darkstalkers

### Sasquatch



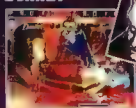
**PROTIP:** The Frost Blast is an effective long-range attack. Press  $\triangle$ ,  $\square$ ,  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ , and Button  $\square$ .

### Lord Raptor



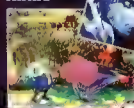
**PROTIP:** The Hell Blast is performed by pressing  $\rightarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\leftarrow$ , and Button  $\square$ .

### Demitri



**PROTIP:** Press  $\downarrow$ ,  $\downarrow$ ,  $\leftarrow$ , and Button  $X$  to do Demitri's Teleport Dive Bomb.

### Rikuo



**PROTIP:** The Gas Attack is done by pressing  $\leftarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ , and Button  $\square$ .

### Anakanis



**PROTIP:** The Grand Wrap is performed by pressing  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ , and Button  $\square$ .

### Jon Talbain



**PROTIP:** Execute Gallon's Hammer by pressing  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ , and Button  $\square$ .

### Felicia



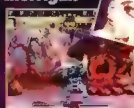
**PROTIP:** To perform Felicia's Scratching Post move, press  $\leftarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ , and hit Button  $\square$ .

### Victor



**PROTIP:** Frankenstein's Whirlwind Punch is performed by pressing  $\downarrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , and Button  $\square$ .

### Morrigan



**PROTIP:** Morrigan's Air Fireball is performed by pressing  $\uparrow$ ,  $\rightarrow$ , and Button  $\square$ .



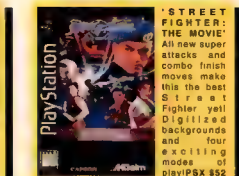
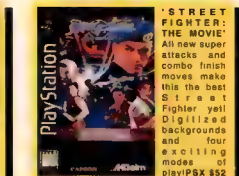
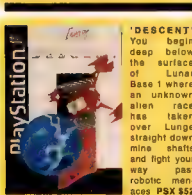
Capcom does it again with a stylish, colorful fighting game that's as beautiful as it is fun. *Darkstalkers* may be a little easy, but it's a great addition to the PlayStation's fighting lineup.

Graphics	Sound	Control	Play Factor	Challenge
5.0	4.0	4.0	4.0	Intermediate

Price not available  
CD  
Available March  
Fighting  
2 players  
Side view



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### PlayStation



By Major Mike

The first-person shooter goes full circle in an excellent conversion of the PC hit *Descent*. *Descent* is a riveting game of reflexes, skill, and patience.

#### Which Way Is Up?

You pilot a spaceship on a mission to destroy renegade mining robots. The object is to destroy the core in each level and rescue hostages. While the plot is simple, the techniques are not. Levels take a similar tone to *Doom*: Find colored cards that open like-colored doors while shooting enemies in the

process. Levels get bigger, harder, and enemies get more aggressive as you descend further into the game.

The controls are complicated but manageable. The joystick works very well, but for a real treat try playing with the Analog Joystick peripheral (see "GamePro Labs" in this issue). Every controller button is used, and there are even simultaneous two-button actions. While this plethora of functions is for the better, some functions (like dropping mines) are difficult to execute in the heat of battle. You also select from an arsenal of standard and special weapons,



**Awesome cinematics show your narrow escape after each level.**

which you collect.

Piloting the ship is another control dilemma. You can go anywhere in the maze-like stages, limited only by walls and other barriers. Flying in a fully functional 360-degree environment and exchanging fire with enemy drones takes practice, but once mastered it's second nature.

#### A Decent Descent

The music is a plus. Harsh rock and techno-pop tunes never let up and perfectly fit the stages. The sound effects are a range of laser blasts, explosions, and squeals of enemy craft – nothing outstanding, but sufficient to create atmosphere.

The graphics are smooth, but the game seriously drags when the action gets heavy – so much that it sometimes looks like slow motion. The most striking visuals are the colored light sources in the dark corridors – fire a laser blast or flare and it illuminates the walls as it travels. The rendered cinematic sequences that mark the climax of each stage are also excellent.

#### Flying High Underground

Despite the limitations of the PlayStation controller, *Descent* is incredibly well done. *Doom*-fatigued players looking for the next challenge will want to take this *Descent*.

# DESCENT



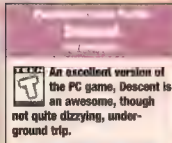
**PROTIP:** Lost? Use the Automap feature to pinpoint your location and the level's exits.



**PROTIP:** Before destroying the main core, locate the exit. You have only a short time before the place blows up after destroying the core.



**PROTIP:** Decorate mines by shooting them from a distance. They also go off when an enemy gets too close, or when you get too close.



An excellent version of the PC game, *Descent* is an awesome, though not quite dizzying, underground trip.



Games: 4.5  
Sound: 4.5  
Control: 4.5  
First person: 4.5  
Challenge: 4.5  
Overall: 4.5  
Available March  
Shooter  
2 player  
First-person  
perspective  
Multitasking



**PROTIP:** Lava pools will damage your ship if you get too close. To easily navigate these areas, turn the ship upside-down and hug the ground.



**PROTIP:** Lava pools will damage your ship if you get too close. To easily navigate these areas, turn the ship upside-down and hug the ground.







# PROREVIEW

PlayStation



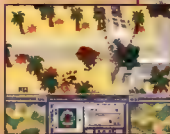
By Johnny  
Ballgame

Return Fire is a brilliantly conceived thrill-a-minute war sim offering dynamic sound, over 100 levels, and intense two-player machine-gun fun. Its tireless combination of mayhem and strategy make it a must-have for PlayStation owners.

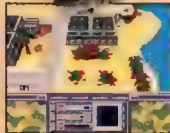
## Battle Frenzy

By strategically deploying tanks, helicopters, jeeps, and armored assault vehicles, you must find the enemy's flag and return it safely to your base. That goal sounds easy but gets increasingly complex with each mission because of heavy fire, decoys, and traps. The control is easy to learn, and every vehicle has special abilities and weapons. The AAV drops mines, the jeep is amphibious, and the helicopter can destroy enemy installations.

When you draw up battle lines for the two-player mode, be prepared for some of the craziest and most mind-numbing action you'll ever



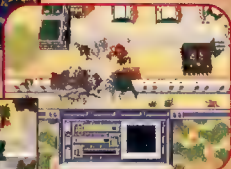
**PROTIP:** Destroy all the missile silos with your tank or AAV so you won't be fired upon while looking for the flag tower.



**PROTIP:** Ride over enemies in the barracks before they escape and throw grenades at you.



**PROTIP:** If a bridge is taken out, use your jeep to get across and return the flag for victory.



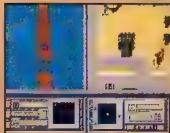
**PROTIP:** Use the jeep to clear a safe path for the jeep by taking out all enemies in the road between the flag and your base.



**PROTIP:** Use the helicopter to fly reconnaissance and try to find possible locations for the flag.



**PROTIP:** Completely demolish the building the flag is in, or the jeep won't be able to pick it up.



**PROTIP:** In the two-player mode, destroy the bridges that surround your opponent in order to limit the options of vehicles.

tion was paid to visual details, such as buildings that don't blow up but crumble to the ground.

## Apocalypse Now

Never before has sound been so instrumental to a game's success than in Return Fire. Each vehicle has its own classic number accompanying it, including "The Ride of the Valkyries" for the helicopter and "The Flight of the Bumble Bee" for the jeep. Discover the flag and you're greeted by the "Hallelujah Chorus."

## Glory

The bloodbath battle barrage known as Return Fire proves that war can also be heaven. This is one of the best PlayStation games of the year.

**Return Fire** provides an unprecedented blend of action and strategy that will keep you up nights dreaming of war. If you're looking for a great game to add to your library, look no further.

Graphics	Sound	Control	Factor	Challenge
4.5	5.0	5.0	5.0	5.0
INT.				
2 players				
100+ levels				
3/4 overhead view				
Pneumatic				

\$59.99

Available now

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By Scary Larry

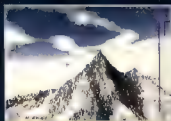
No one wants to see a game fail, especially when it's a conversion of a hot PC product. But *The Hive* does fail, thanks to rotten controls and lame gameplay.

### To Laser with Love

*The Hive* is a shooter that's very similar to *StarBlade Alpha*, where your ship is on tracks. Elements like piloting through a fiery descent into the atmosphere vary the mind-numbing boredom, but it all still adds up to a big zero.

The Hive's gorgeous cut-scenes are smooth and well animated, but the gameplay graphics look like an expensive Hoover. You won't give a damn about the story line either once you're behind the horrible controls.

The major problem is the limp controls. The cursor moves slower than the on-



**PROTIP:** In this area, use your thrusters only to clear tall mountains, but lay off at other times.

# The Hive

coming ships, and maneuvering through some scenes, such as the attack in the mountainous snowy battlefield, require the patience of a



PlayStation



**PROTIP:** In the first area, steady the cursor and shoot ships as they come at you (usually in a row formation).



**PROTIP:** The trick to getting through this hell is to keep your cursor between the two horizontal red lines.

saint. You'll be more frustrated than fascinated.

### Hive and No Seek

The graphics reveal blockiness and bad compression, and they don't do justice to the PlayStation's graphical strength. For instance, the enemy ships in Novastorm far outclass those in this game.

The sound gets your hopes up. Terrific symphonic music is undercut, however, by weak laser shots and an annoying onboard computer voice that is barely audible.

The bottom line is that *The Hive* is awful. Fans of the PC game may wonder why this version was even released. The rest of us will lament, "What Hive I done to serve this?"



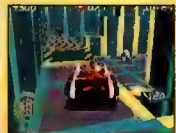
By Air Hordrix

For a refreshing change of pace from *Cyber Sled*, *Assault Rigs* serves up solid arena-based tank combat. Slick futuristic graphics and diverse gameplay add welcome depth to the usual shooter formula.

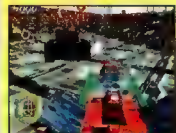
### Cyber Tanks

The action takes place in an impressively long list of arenas, where you must collect a set number of gems in order to open the exits. Along the way, you snag power-ups, blast enemy tanks, scramble over funky obstacles, and even solve puzzles. With time, the slightly spastic controls handle these varied tasks well, but the steering remains hypersensitive.

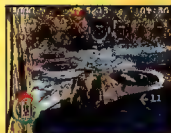
Hunting through each arena is a blast, but the gameplay leans more toward the mellow side—solving, not shooting, is the focus. The competitive edge of split-screen two-player



**PROTIP:** Watch for risers and flares that connect to unreachable spots.



**PROTIP:** When an enemy's pursuing you, nail the gas in reverse and fire as you go.



**PROTIP:** Never assume that an area is safe; enemies regenerate as soon as you leave.

# Assault Rigs

action would've jacked up the fun, though.

### 32-Bit Tron

Graphically, *Rigs* takes place in high-tech cyberspace landscapes brimming with garish colors and outlandish 3D obstacles. The tanks sizzle with sleek militaristic lines, but the bullets and missiles look more like toy building blocks.

Unfortunately, stomach-wrenching flickering in the background often interrupts the show. The sound effects, however, are right on, but the toe-tappin' dance music seems out of place.

Noodling through *Assault Rigs* will be great fun for those who like a touch of thinking with their shooting. It's not a nerve-wracking splatterfest, but its extensive levels will sustain all but adrenaline junkies.

Assault Rigs by Sony Interactive

Graphics	Sound	Control	Fun Factor	Challenge
2.5	3.0	1.5	2.0	Adaptive
Price not available				
CD				
Available now				
ESRB rating: Mature				
Screens				
1 player				
First-person view				
ESRB rating: Mature				

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Richie Sambora and Tito Torres  
from Bon Jovi!

You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar. It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball? That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! <http://www.anime.net/~johnnyb>

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# ROAD RASH

By **Air Nordix**

The Rash screeches onto the PlayStation with the same motorcycle combat that pushed it to the top of the Genesis pack.

Although this is a tuned-up version of Road Rash 3DO, EA did a fine job of jacking up the speed and cleaning up the graphics. If you never conquered the 3DO Rash, you'll find plenty of intense racing blended with fierce fighting. The controls, though stiffer

than previous versions', still respond keenly.

Graphically, you streak past beautifully detailed California landscapes, though some of the sprite animations stutter slightly. On the sound side, unrealistic effects interfere with the killer soundtrack, which features top bands like Soundgarden.

The gameplay calls for excellent driving more than heroic combat, but you still won't want to relinquish the



**PROTIP:** Stick to the yellow line, where it's easier to respond to oncoming obstacles.

controller. This Road's well worth the toll at the cash register.



**PROTIP:** Kick pesky opponents off the road.

Road Rash by Electronic Arts				
Graphics	Sound	Control	Features	Challenge
4.0	4.0	4.0	4.5	4.5
INT.				
\$\$\$ 99 Available now Racing/Combat 1 player (E)				
8 levels Behind-the-rider view Bonus features ESRB rating: Kids to Adults				



By **Scary Larry**

The revolution is here, but it's too late. With standard shooting that doesn't live up to its arcade counterpart, Rev X seems like an old game wheezing through on its past reputation (kinda like Aerosmith).

The graphics outshine the



**PROTIP:** When the going gets tough, use the CDs. They're quicker and deadlier.

16-bit versions'—but not by much. Clear sprites suffer from slowdown, and the



**PROTIP:** Shoot everything. Items are in places as innocuous as those cheap lounge-lizard capdies in the dance club.

nameless enemies are also faceless...and lifeless. Rescuing the band gets boring quickly, even with the help of smooth controls.

The clear music could use

a boost, with bland Aerosmith hits like "Rag Doll" infiltrating the soundtrack. Unless you're a die-hard Aerosmith rocker, the tunes won't be anything but too loud. This is T2 for glam-rock fans. If you like Aerosmith and you fancy yourself a Terminator, then gun it. If not, rent it.

Revolution X by Acclaim				
Graphics	Sound	Control	Features	Challenge
3.0	3.0	3.0	3.0	4.0
ADJ.				
\$\$\$ 95 CD Available now Shooting				
2 players First-person view ESRB rating: Teen				

# PHILOSOMA

By **Scary Larry**

Philosoma tries hard to be a next-gen shooter, but in gameplay it barely surpasses Novastorm. Only shooting fanatics will find some redeeming trigger action.

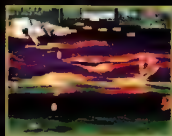
The real eye-grabbers are the full-length rendered movies that pace the story. They're gorgeous, but they don't help the stodgy gameplay. The backgrounds and explosions, usu-

ally the mainstay of shooter graphics, are dull, and even all the enemies look suspiciously



**PROTIP:** Shoot this boss from behind, then wheel around to the left or right.

similar. And while Philosoma throws a ton of views into play (forward scrolling, overhead, side-view, and more), none of them is any more exciting than the others.

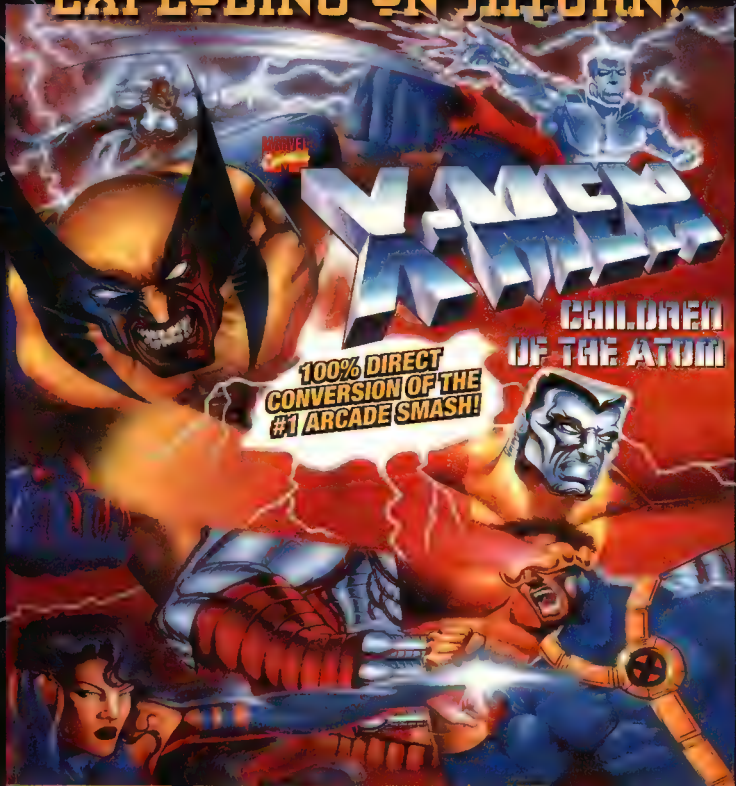


**PROTIP:** At the beginning of this stage your ship is twice its normal size. Any projectiles will hit you immediately, so shoot first.

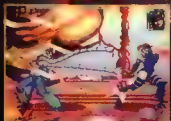
The sounds and controls are both stable and unassuming. The music doesn't interfere, and the controls are easy to maintain. If you've breezed through and enjoyed Galactic Attack and Jupiter Strike, Philosoma should be the next entry in your flight log, jet boy.

Philosoma by Sony Computer Entertainment				
Graphics	Sound	Control	Features	Challenge
3.0	3.0	3.0	3.0	3.0
ADJ.				
\$\$\$ 95 CD Available now Shooter				
2 players Multiple views ESRB rating: Kids to Adults				

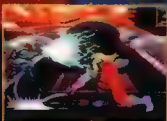
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Saturn

# STREET FIGHTER ALPHA



By Tommy Gille

If you've had your fill of Virtua, you may want to return to the fast and furious two-dimensional world of Street Fighter Alpha. This Saturn slugfest is a near-perfect arcade conversion

## Eclectic Avenue

Alpha draws its cast of characters from the original Street Fighter, SF 2, and Final Fight, plus it adds some new characters. If you've played any of the 16-bit Street Fighter carts, you'll immediately recognize the familiar faces of Ryu, Ken, Chun-Li, and Sagat. New characters include Rose and Charlie (who plays like Guile). Guy and Sodom have strayed in

from the Final Fight series, and Birdie and Adon return from the original Street Fighter.

Alpha also adds three hidden characters to the mix—Bison, Akuma, and Dan. Unfortunately, while the popular fighters Ken, Ryu, and Chun-Li are powerful, some of the new members, such as Birdie and Sodom, are weak and not as much fun to play.

## Raging Streets

As for gameplay, Alpha delivers all the fast and furious combos, dizzies, and special moves seen in past Street Fighters. New Alpha-Counters and a special energy bar bring

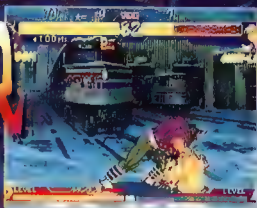
a new level of gameplay to this brawler. As your energy bar builds, you can pull off super moves that put more oomph behind special moves like fireballs and hurricane kicks.

Graphically, this Street Fighter re-creates all the coin-op's flashy visuals. The hand-drawn characters look sharp and move with the same smooth animation, and the detailed backgrounds mirror the arcade versions. Most notable are the cool shadowing effects when your character launches into a super move.

The sounds ring true with clear character voices and explosive martial arts effects. However, you hear too many of those Street Fighter anthems you've been hearing forever.

## A New Challenger

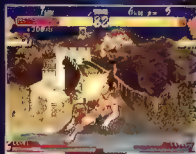
An excellent set of options enable you to ramp up the turbo and difficulty, so you can make this challenge as tough and as fast you want. While some of the game's characters aren't as great as in past Street Fighters, Alpha's enhanced gameplay makes the worthwhile characters more enjoyable. If you haven't smacked around M. Bison in a while, Alpha's a great place to do it. **C**



**PROTIP:** As Sodom, motion  $\downarrow \rightarrow \rightarrow$  and tap any kick button to drag your opponent in this devastating special move.



**PROTIP:** One of Birdie's coolest and most damaging moves is the Chain Grab. Motion  $\downarrow \leftarrow \leftarrow \leftarrow$  and any punch.



**PROTIP:** Chun-Li's heel kick is easy to pull off, and it's damaging. While in the air, hold  $\downarrow$  and tap B.



**PROTIP:** As Ken, tilt the drop on your opponent by rolling behind them. Motion  $\downarrow \leftarrow$  and any punch.



**PROTIP:** When your opponent's life bar is nearly gone, nail them with a super move to see this flashy finish.

## Learn Two-in-One Combos



As Ryu, hold  $\downarrow$  and tap B for a quick hit.



Then immediately motion  $\rightarrow$  and press Z to launch a fireball. Since you were holding  $\downarrow$  from the first hit, you've eliminated the first step of the fireball. This is how two moves are done in one motion for a two-in-one combo.

Saturn Game Profile

## Street Fighter Alpha

(By Capcom)



Look out! The First Family of Fighters hits the Saturn streets. Fans of the arcade game will be pleased with this high-quality conversion.

Bonus	Special	Control	Interface	Challenge
4.5	4.5	4.5	4.5	4.5

\$54

CD

Available now

Fighting

2 players

Side view

Continues



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Electronic Gaming Monthly

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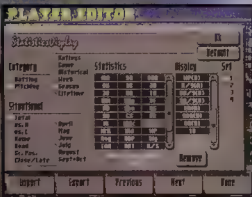
**"★★★★★"**

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# PROVIEW

## Saturn

By The Axe Grinder

Despite stunningly beautiful graphics and music, Clockwork Knight 2's monotonous gameplay takes the life out of the game. All you're left with is something as mechanical as the hero Pepperouchau: A well-made machine that's without feeling or depth.

### Plays Like Clockwork

If you loved the original, then this sequel will appeal to you. The story is the same: As Pepperouchau, you must rescue Chelsea, the kidnapped princess of toy land. Clockwork 2's gameplay mechanics are also identical: You walk or run, jump, and use a big key to smite enemies. That's the basic



**PRO TIP:** Don't jump immediately onto platforms with the Katchin. If you see you first, they'll run toward you and fall off the ledge.

### Saturn Game Profile Clockwork Knight 2 (By Sega)



Once again the old saying "looks aren't everything" gets hammered home. Clockwork Knight 2 looks stunning, but the gameplay is routine and boring.

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.2	4.0	2.0	Adjustable

Price not available  
ED  
Available now  
Action/Adventure

1 player  
Side view  
Multiscrolling



**PRO TIP:** To defeat the first boss, hit the very end of its tail (the microphone) with your key.



**PRO TIP:** To defeat the pirate octopus boss on Stage 2, hit the little octopus that spits black ink and rides on the pirate's tentacle.



**PRO TIP:** A convenient way to defeat enemies is to run while holding an object or stunned enemy in front of you. Anything that touches it will be destroyed. Be careful while holding a stunned enemy, however - when it comes in, you'll take a hit.

# CLOCKWORK KNIGHT 2

play scheme of any platform game, and Clockwork 2 milks it for all it's worth. The levels are huge and filled with goodies galore, making hours of serious searching.

The problem is that after one or two levels, the game becomes incredibly routine with only the sights and sounds to retain your interest. The game is also on the easy side; the

pattern-riddled bosses and stages are easily conquered.

### A Clockwork Simple

The graphics are the real star: Clockwork 2 has some of the best visuals on the Saturn yet. Some levels are cleverly conceived and themed (like the Bath Room stage). Each level is also topped off by an awesome boss character. Pepperouchau's movement is seamless, but he does suffer from distortion on steep inclines.

The music is superb, with excellent jazzy tunes that perfectly complement the action. While nothing special, the sound effects fit in well with clink and clank sounds when Pepper nails an enemy.

Controlwise, the gameplay is tighter than in the

original. The jumps, jabs, and running are a breeze to master. The only exception is the high jumps, where you have a tendency to miss your mark.

### To All A Good Knight

With its easy gameplay, Clock 2 seems geared toward younger players. Side-scrolling veterans may find themselves nodding off to a good Knight's sleep while playing.



**Plot your progress across the various rooms on your quest to rescue the princess.**



**PRO TIP:** When you're astride a Katchin, be ready to jump when you see the "H" sign.



**Eye-popping cinema** between levels tell Clockwork Knight's story.





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By Scary Larry

Mortal Kombat II  
Finally, Saturn

owners can have their piece of the MK pie, but they won't be satisfied with this peevish offering:

### Kruel and Unusual

Nothing's missing from this version of Mortal Kombat, which duplicates the arcade version perfectly. All the moves, fatalities, and combos that made MK II a winner at home and in the arcades are present here.

The graphics are representative of the skill and devotion that went into the original MK II almost two years ago, but the technical craftsmanship must have fallen to the wayside. Although the game looks like MK II, it plays like Silly Putty. Missions of animation and horrific slowdown



**PROTIP:** Save this tip now! The name: Press Block to win, then press Low Power.



**PROTIP:** Sub-Zero and his Freeze move will get you through most of the game.

# MORTAL KOMBAT II

all crucial moments of the game throughout.

The sounds fare better, with excellent CD-quality noise. Grunts, groans, and



**PROTIP:** Random select is the same as before. Just hold up and press Start.

combat arts music are the same. Your ears could do better, but not by much.

The gameplay really suffers in this version. The disc-access slowdown grinds the fun to a halt by freezing in the middle of special moves and fatalities, and the load time between matches is abominable.

### Kraving Kombat

This is basically the best MK II available, and a welcome relief for Saturn owners jonesin' for their Mortal fix. Saturnites will be waiting a while for Ultimate MK, so they should pick this up. But if you have yet to make a system choice, this version is nowhere near the quality of MK 3 for the PlayStation. This Mortal just isn't Kombat ready. **D**



By Scary Larry

Thirsting for some grisly gothic puzzle action with a twist of Myst? This simple but fascinating game is stylish, sexy, and truly frightening.

### Do the Bite Thing

You are Laura Harris, daughter of brilliant-doctor-turned-mass-murderer, Richter Harris



**A face only a daughter could love.**

(his relation to the Kevorkians). She's called to talk some sense into Daddy, but instead she gets pulled into his vampire world, and you're invited to go along for the horrifying ride.

To get to Daddykins, you must solve a variety of puzzles that involve number



**PROTIP:** The key to this door isn't a key at all. It's more sword-ed than that.

games, item recovery, and luck. Along the way, you learn a bit about your family's gruesome past.

### The Lady Is a Vamp

The graphics feature some of the best rendering in the business. The whole game looks and feels as frightening as



your favorite slasher flick. There is some slowdown, especially when turning left or right, and overall Laura moves pretty slowly for someone in a haunted house – but you'll soon forget all that as you're drawn into the story.

The sounds are equally fascinating. There are some eerie musical sequences, and the voice of Dr. Harris is chilling.



**PROTIP:** Use a sheet of paper to blot this plate of soup (and it's not tomato).

You'll even hear Laura panting with fear as she's chased.

Fans of Myst or 7th Guest will like the eerie yet easy fun of this game. But like most games of this genre, once you've played it, you've played it. So rent this for a weekend. Even if you don't get through it, you'll be fan-fun for the memories. **B**

Mortal Kombat II by Acclaim				
Graphics	Sound	Control	Feedback	Challenge
4.5	4.0	3.0	4.0	4.0
Average				
S44 95				
CD				
Available now				
Fighting				
2 players				
ESRB rating: Teen				

D by Acclaim				
Graphics	Sound	Control	Feedback	Challenge
4.5	4.5	4.0	4.0	4.0
Average				
S44 95				
CD				
Available now				
Strategy				
1 player				
ESRB rating: Teen				



They say the last thing you see before you die  
is a blinding flash of light.

**But Hey, You're A Mercenary. You're Used To This Stuff.**

You've joined Da Wardenz, big-time, highly-brained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy, a fully armored, sophisticated M-13 Predator Battle tank. Sure, war is hell. But at least your kickin' to the awesome hip-hop soundtrack of San Francisco 49er football star and rapper William "Bar None" Floyd.

# SHELLSHOCK



Available on the Sega Saturn and the Sega Saturn 32X add-on.



Available on the Sega Saturn and the Sega Saturn 32X add-on.



Available on the Sega Saturn and the Sega Saturn 32X add-on.

Available on:

**US GOLD**





By Tommy White

Skeleton Warriors brings back that

ol' 16-bit sword-chopping gameplay found in classics like Golden Axe and Rastan.

### Crystal Lightstar

As Prince Lightstar, you slash a path through skeletons and other dysfunctional fantasy creatures to regain the energy crystal stolen by Baron Dark. Your journey through caverns to mountain tops, meet a number of bosses, and occasionally fly from a behind-the-horobike view into a few mediocre terrain-skimming battles. With smooth controls, the game lets you hang tough with a block move, and you can switch between numerous projectile lasers and bombs.

### Warriors, Come Out to Play

The large rendered characters and gorgeous texture-mapped backgrounds give the game a great 3D look. You'll never tire of looking at the brilliant explosions and beautiful bosses, but you may get lost in the muddle of shattering skele-



**PROTIP:** Jump and grab the crystal before this bloody fight. When you grab the crystal, you can jump up again to grab a 1-up.

#### Skeleton Warriors By Playmates Interactive

Graphics	Sound	Control	Fun factor	Challenge
4.5	4.0	4.0	4.0	4.0

Price not available  
CD  
Available now  
Action/adventure  
1 player

Multiple views  
Multiscrolling  
Not yet rated by  
the ESRB

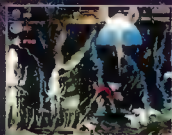
ADJ.



Saturn



**PROTIP:** To destroy tough enemies without taking damage, jump on them with multiple hits.



tons. You're limited to moving along one line, and at times you'll find yourself at the edge of the screen impatiently waiting for the game to scroll.

The sound jams with an orchestral soundtrack that gets your blood pumping. Complementing the score are crisp smacks and blasts.

More variety in the levels would have boosted the Fun Factor, but this traditional slashquest might hook you anyway. For heroes who are happy as long as their sword works, Skeleton Warriors should be a keeper. **B**



By Air Hendrix

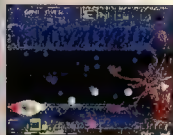
Darius Gaiden toes the standard shooter line, but this true-to-the-arcade port still delivers quality outer-space zapping on the Saturn.

### Be On Guard

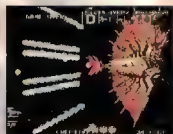
Gaiden's token plot never even registers, but you'll be too immersed in the thumb-bruising combat to care. Your ship's fitted with a laser and three smart bombs, and standard power-ups amp its capabilities with shields, multiple shots, and more.

The two-button controls handle their mundane tasks well. Charged-up shots and selectable weapons and pilots would've deepened Gaiden's gameplay, though.

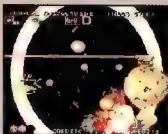
The side-scrolling action whips through levels packed with a challenging, varied lineup of enemies and obsta-



**PROTIP:** When facing the Zone E boss, save a smart bomb to escape from this deadly shower of blue bubbles.



**PROTIP:** Stay in front of the mouth of the Zone D boss—when it turns its back, it unleashes this brutal fire attack.



**PROTIP:** Reserve at least one black-hole bomb to save your hide in tight situations.

cles, closing with a menacing boss. You finish the game by completing 7 of the 28 levels, which branch out in a fanlike layout that enables you to pick your own path through the battle. This setup creates a host of routes through the game, building in strong replay value.

## DARIUS GAIDEN

### Fish Fillet

The colorful fish-themed graphics serve up enormous bosses and wild, detailed backgrounds. The eye-popping smart-bomb explosion displays impressive graphical prowess, but the action frequently slows down when things get too busy. On the sound side, CD-quality tunes nicely pace the action, but the flat effects never take off.

Completing every level of Gaiden will pose a formidable, enjoyable challenge to hardcore shooter fans. A weekend rental, however, will satisfy the less fanatical. **B**

#### Darius Gaiden by Acclaim

Graphics	Sound	Control	Fun factor	Challenge
4.0	3.5	4.0	4.0	4.0

Price not available  
CD  
Available now  
Action/adventure  
2 players

SRG review  
Side scrolling  
ESRB rating: Kids  
to Adults

## By Johnny Ballgame

A boy is raised by cows, builds a village, and then fights off a bunch of burping monsters. Sound silly? Surprisingly, *The Horde* proves to be both fun and challenging.

The action comes quickly. You have two-minute rounds to build up your land, and then you're attacked by a band of Hordes who try to eat everything in sight. The control is easy to understand, and the radar map helps you find your ravenous predators.

The full-motion video is some of the cleanest seen on

# The Horde

the Saturn, but the village graphics could have been improved from the 3DO version. The sound is excellent, and the clear rumble of the Hordes' helching lets you in on their location.

The Horde is a clever and addicting game that should be eaten up by all Saturn owners.



**PRO TIP:** Set traps next to houses to kill hordelings before they have a chance to destroy the building.



**PRO TIP:** Buying cows is the best way to secure future earnings.

### The Horde by Crystal Dynamics

Graphics	Sound	Control	Fun factor	Challenge
3.0	4.5	4.0	4.2	Intermediate

Price not available  
CD  
Available now  
Action/adventure  
1 player  
5 levels  
1/4 overhead view  
ESRB rating: Kids to Adults

## By Johnny Ballgame

Defcon 5 may look like another Doom clone, but in fact its goal is the opposite: You set up a defense and try to escape without fighting.

You spend most of your time wandering around empty corridors, and after a while you wish the aliens would board the ship so you'd have something to do. The first-person control is smooth and fast, though.

Tense music and warnings of impending death make the sounds eerie and effective. The

graphics, however, are nothing to celebrate.

Defcon 5 is an original idea for an established genre, but unfortunately the game is doomed by a lack of action.



**PRO TIP:** When you hear alien ships attacking, run to a turret to defend the ship.



**PRO TIP:** Use the map in the control room to quickly make your way around.

# DEFCON 5

### Defcon 5 by Millennium Interactive

Graphics	Sound	Control	Fun factor	Challenge
3.5	4.5	4.0	3.0	Intermediate

Price not available  
CD  
Available now  
Strategy  
1 player  
First-person view  
Backup RAM cartridge needed to save  
ESRB rating: Kids to Adults

## By David Lee

Acclaim took Miller's game, made his and turned it into a complete mess for the Saturn. Shooting from a first-person perspective, you're trying to save the world from the evil Outer Nation, but somehow should save you from it. Rev X's graphics are composed of bloody pixels. The dull backgrounds are as useless as the repetitive gameplay, and the smooth controls are overshadowed by a slow pace.

Acclaim's idea to make the game a two-player

# Revolution X

contest fails, but it's a colorful mess. Sound effects are either missing or just annoying.

Acclaim would have a better chance marketing Rev



**PRO TIP:** Destroy the enemies that are shooting at you before eliminating enemies that are running around.



**PRO TIP:** When shooting at armored vehicles, aim for the wheels. Some that break wheels.

### Revolution X by Acclaim

Graphics	Sound	Control	Fun factor	Challenge
2.5	3.0	2.5	2.0	Messy

Price not available  
CD  
Available now  
Shooting  
2 players  
First-person view  
ESRB rating: Teen



## Star Fighter

With the turkeys, either excellent controls keep Star enter flyin' high. Unlike the jets in StarBlade, your ship can fly anywhere whenever you want. Too bad the game moves so



**PRO TIP:** Walk with the motion stick gets on a straight flight path before you dock with the

add speed, and Star will zoom to a higher

Colorful background gets on a straight flight path before you dock with the

add speed, and Star will zoom to a higher



**PRO TIP:** Walk with the motion stick gets on a straight flight path before you dock with the

Graphics	Sound	Control	Fun factor	Challenge
3.5	3.5	4.8	3.5	3.5

1 player  
ESRB rating: 3

## Johnny Bazookatone

By Scary Larry

With its rockably-inspired hero, Johnny Bazookatone starts out fun, but it's the same old platform-hopper—sort of Gex with a guitar.

As Johnny, you journey through five levels of mayhem varying from a penthouse to a prison. The awkward controls may hamper your progress a bit, though.

The graphics are hip and well drawn, but the game's enemies could have used some



**PRO TIP:** Use your floating shot while pressing Down to get over thorny spots.



It's Primal Rave!

help in the art department. The backgrounds are colorful and humorous in the spirit of Earthworm Jim 2.

The music sports some of the hottest cool jazz around. Funky guitar riffs and laid-back house music make the game a sonic treat.

Want some stylish action, a few laughs, and more? Check out Johnny

Johnny Bazookatone by U.S. Gold

Graphics	Sound	Control	Fun factor	Challenge
4.1	5.0	3.5	3.5	3.5

\$59 MS  
ESRB rating: 3  
Available on: 3DO, Saturn, PS1  
Not rated by the ESRB  
1 player

## CYBERDILLO

By Captain Squideo

Somebody was bound to turn Doom into a joke. Cyberdillo is that joke, but it doesn't stay funny for long.

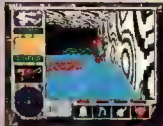
Playing as a weapon-toting armadillo, you travel psychic



**PRO TIP:** Walk under these stoplights when their lights turn green, or you'll suffer damage.

delic corridors, dodging obstacles and shooting enemies. The redundant gameplay is typical for first-person shooters, minus Doom's suspense.

Colorful graphics generate humor. The tongue-in-cheek music adds charm, though how much you can tolerate



**PRO TIP:** When you pick up a new gun, walk back through the earlier corridors to gather ammo clips before you explore new areas.

depends on how much you like disco. The voices are fairly unintelligible.

Cyberdillo mocks standard shooters, and on that level it succeeds mildly. But there's not enough excitement to make this a joke worth rereading.

Cyberdillo by Panasonic

Graphics	Sound	Control	Fun factor	Challenge
3.0	3.5	2.5	3.0	3.0

\$59 MS  
ESRB rating: 3  
Available on: 3DO, Saturn, PS1  
Not rated by the ESRB  
1 player

## IRON ANGEL of the APOCALYPSE: The Return

After a long absence, Iron Angel returns with a vengeance. This time, the game is just as good as the first. It's a classic of the genre, and it's a classic of the genre.

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Iron Angel of the Apocalypse: The Return by Synergy

Graphics	Sound	Control	Fun factor	Challenge
3.0	3.5	2.5	3.0	3.0

\$59 MS  
ESRB rating: 3  
Available on: 3DO, Saturn, PS1  
Not rated by the ESRB  
1 player

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By Major Mike

A better name for this, the fifth entry in the Bogard fighting series, would have been "Fatal Fury 3: The Correction." Everything that was wrong with FF 3 was fixed for Real Bout Fatal Fury.

### Bigger and Better

You'll notice the good news right away. Returning from FF Special are Kim Kaphwan, Duck King, and Billy Kane. All the bosses from Fatal Fury 3 are now playable fighters, and some of the lesser combatants from 3 (Bob, Mary) are now formidable. The bosses, while not as powerful as they were when controlled by the computer, are also additions.

A few changes, however, aren't for the better. Most notable is the line switch on Button D - Button C is now a

power move (a hard kick or punch). While the line switch is easier to perform, it is at the cost of variation in the punches and kicks. And while it's great to have several fighters to choose from, Geese Howard is still the final boss.

### Combos Are The Key

This entry shines with gameplay. The combo system is more refined than in FF 3, and you can now chain spe-



**PRO TIP:** Be careful when using Hon-Fu's Flaming Staff; it could end up being a very painful experience!



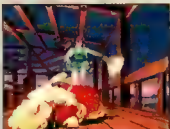
**PRO TIP:** Each character now has a super death move that can be performed when the power gauge at the bottom is maxed out and your life meter is flashing red. For Geese, motion → ↘ ↓ Power Punch.

# REAL BOUT FATAL FURY



cial moves together. Excellent controls make the super specials more manageable. Additionally, all the special moves taken out of FF 3 (Joe's Machine Gun Punch, Terry's Rising Tackle, and so on) are here - along with some new moves (like Mai's Shiranui Spirit Shadow).

The hand-drawn characters are beautiful, but there aren't many fighting stages (in one-



**Geese (not him again!) is the final opponent.**

player mode, you fight opponents in groups of three on the same stage). The backgrounds are busy with action, but they never overwhelm the foreground fighters.

The music varies from fighter to fighter and ranges from banal rock to obnoxious dreck. Some characters' voices have also been fine tuned (you can now understand Mary).



**Sixteen fighters round out Real Bout's lineup.**



**PRO TIP:** Try chaining Terry's Crack Shoot and immediately follow it up with a Rising Tackle for several nasty hits.

### The Road Goes On

With its emphasis on gameplay, this is one of the best Fatal Fury games ever. While it's only an upgrade, it's an enjoyable one nonetheless. And with so many formidable characters, it should be interesting to see the lineup for the King of Fighters '96!

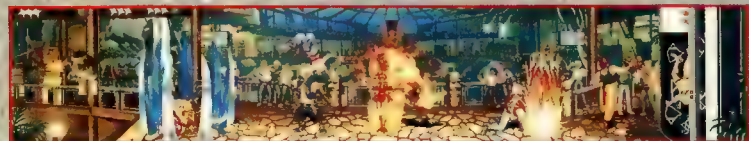
**Neo-Geo Game Profile**  
**Real Bout Fatal Fury**  
(By SHK)

**NOT RATED** This is what Fatal Fury 3 should have been. With more fighters, techniques, and moves, Real Bout is a worthy addition to the FF series.

Graphics	Sound	Control	Playtime	Challenge
4.5	4.5	4.5	4.5	4.5

Price not available  
345 meg  
Available now  
Fighting

2 players  
Side view  
Multiscrolling



Keep an eye on the barriers at the extreme edges of the fighting stages - they can be broken away for an out-of-bounds victory.



## DEFENDER

By **Alr Hendrix**

While Defender 2000 improves on the arcade shooter, it doesn't shore up its mediocre graphics with modern gameplay.

Despite the blazing speed and fresh features, the gameplay just wasn't improved enough to justify a new version—you might as well play the original.

Brushed with impressive color and detail, the decent graphics include threatening aliens and stark cityscapes. After a few levels, though, it becomes repetitive, and graphical match still adds less than 64-bit. The sound is good, but not great.



Defender 2000 is a decent shooter, but it doesn't shore up its mediocre graphics with modern gameplay.

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.5	3.0	2.0	Intermediate

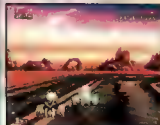
CD-ROM  
4 maps  
Release date not available  
Shooter  
2 players  
8 games  
Media View  
100% coding: Kids to Adults  
In Adults

## KARTS

By **Alr Hendrix**

A knockoff of Mario Karts without the fighting, Atari Karts will thoroughly entertain young kids. Everyone else, however, should steer clear of the simple, cartoony gameplay.

Packed with cutesy racers like Bentley the Bear and Pum King, this colorful game sends



**PRO TIP:** Stick to the inside of turns to pull ahead.

you around a generous selection of short courses, collecting power-ups and dodging obstacles. Responsive controls help you chart a clear course.

The bright, well-detailed tracks and likable characters should hold kids' attention. Peppy tunes keep it light, but the lifeless sounds finish last.

These races present just the right level of cuteness and challenge for those younger Jaguar gamers. The question, of course, is how many seven-year-olds are out there looking for Jag games?



Atari Karts is a decent kart racing game, but it doesn't shore up its mediocre graphics with modern gameplay.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	2.0	4.0	2.0	Beginner

\$59.99  
Maps not available  
Release date not available  
Racing  
2 players  
Behind-the-racer view  
ESRB rating: Kids to Adults

## Primal Rage

By **Bruised Lee**

Primal Rage appears better late than never with Urth-shaking carnage. This CD delivers all seven dinosaurs intact with all the arcade moves, combos, and fatalities. Additional features include a grueling endurance match and a tug-of-war where players share one life bar.

Graphically, the sharp character animation nearly mirrors the arcade. Unfortunately, their



**The Tug-of-War was added especially for the CD version.**

reduced size makes them only shadows of the 32-bit versions. The sound is good, recreating the arcade music and all the dino effects. With the six-button controller, the moves and combos are easy to pull off.

Primal Rage is one of the Jag CD's strongest titles and one of the best arcade-to-home translations for the system.



**PRO TIP:** Use Sauron's Primal Scream (hold High Quick and Low Quick and Tap Down, Up on the controller) to ward off incoming enemies.

Primal Rage by Time Warner Interactive

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	4.0	3.5	3.0	Advanced

Price not available  
CD  
Available now  
Fighting  
2 players  
Side view  
Multi-scrolling  
ESRB rating: Teen

## MYST

By **The Axe Grinder**

While the often-copied Myst isn't the newest game around, the Jaguar CD does an excellent job with the puzzling point-and-click adventure.

There is nothing new to this version—this is the same as the PC and other adaptations.



**\*RUTIP:** Examine everything carefully—even items that look like litter could give clues.



**PRO TIP:** Press the picture with the doorway to reveal a hidden staircase.

The graphics are crystal clear, and the sound is moody and atmospheric. Moving the cursor is a breeze with the control pad, but it is slow and makes you want a mouse. The load times between some screens isn't as instantaneous as it should be, but things move along at a brisk pace.

Gamers wanting a unique puzzler for the Jag CD will be enthralled by Myst. However, those who already know and love this game have no reason to return.

Myst by Atari

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	4.0	4.0	Intermediate

First person perspective  
ESRB rating: Kids to Adults  
1 player

## Portable Systems

### Virtual Golf

Virtual Boy



A 3D golfing experience that puts its money where its mouth is, VG is fun, but not very sharp. Blurry fairways are offset by speedy screen redraw and a pleasing golf interface. You'll wish for the quiet of the course when you hear the lousy music, though. Virtual Golf will keep you putting around for a while.



Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	4.0	Intermediate

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.5	Intermediate

Graphics	Sound	Control	FunFactor	Challenge
7.5	7.5	9.0	3.0	Intermediate

### Vertical Force

Virtual Boy



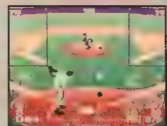
A standard 8-bit shooter with some minor 3D effects, this flying game is a wild blue yawner. The graphics are simple and bland, with enemies that wouldn't impress your kid sister. The tinny sounds are below average for any post-1990 game. Shooting on two levels and blasting mediocre enemies make this no Force to be reckoned with.



This Madden features no NFL license, old lineups, and none of the improvements made to the '96 SNES version. The small sprites will cause eye strain, player control is difficult, and passes sound like bombs falling from the sky. This game will never reach the goal post for football fans.

### Frank Thomas "Big Hurt" Baseball

Game Gear



"Big Hurt" Baseball offers smooth gameplay and excellent control along with such options as Season and All Star games. Graphically, the field and players look excellent and there is good animation of swings and throws. Unlike the 16-bit versions, this Hurt provides a new field of dreams.

### Madden '96

Game Gear



Madden '96 on the Game Gear is a below-average attempt to bring football into the handheld arena. While player control is decent, the high-pitched music makes your fingers rush to the volume control. Likewise, the small sprites lack detailed animation. Madden hits the sidelines with this mediocre game.

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	2.5	2.0	Intermediate

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	7.5	2.5	Intermediate

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	4.0	Intermediate

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	7.0	2.5	Intermediate

# NINTENDO

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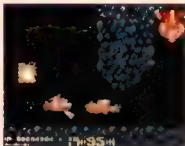


# Quick Hits

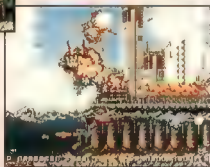
## In the Hunt PlayStation



The lineup of PlayStation shooters gets a boost with this conversion of Irem's arcade submarine game. The very detailed graphics are supported by audio that's loaded with blasts. The controls are sluggish but mostly accurate. This sub floats above other



PlayStation shooters like Galactic Attack and Jupiter Strike.



Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	Adaptive

## Hi-Octane Saturn



This futuristic racing-combat game gives you three views, nine tracks, six cars, and numerous power-ups to play with. What it doesn't give you is clean graphics: The bland vehicles are boxy polygons and the terrain is gritty. The sounds are so-so, and the loose-playing controls give you just enough response to make them average. Hi-Octane barely gets the lead out.

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	2.5	Adaptive

## Supercross 3D Jaguar



In Supercross 3D, you thrash it out with seven racers over steep jumps and bumps. This dirt-bike action is slow, however, and tricky controls add to the frustration. Although 3D graphics add realism, a strobe-light flicker mars the generic tracks. Schlocky sounds only add to the agony. After doing the math, even shoddy 16-bit racers like Dirt Trax FX beat this one.

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.5	2.5	2.0	Adaptive

## Space Invaders PlayStation



Earth's premier moon station has fallen silent, and your squad of mech-suited soldiers is sent to find out why. Respectable graphics and sounds fashion convincing sci-fi environments, and your cool mech suit fights viciously. Space Grifon's addictive, intriguing combination of mech combat and strategic exploration isn't for everyone, though.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	Intermediate

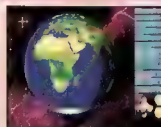
## A Train PlayStation



Although it may be a great tool for budding engineers, A Train just doesn't roll with the same FunFactor of other sim games. The graphics are simple, with two-color plans to construct your railroad on, and the happy-go-lucky music isn't helpful. This game won't appeal to many, so rent it first. For better sim fun, try choo-choo-choosing another title, like Theme Park.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	Advanced

## X-Com PlayStation



You have to be a major sim-freak to like X-Com. It's an interesting and complex game about planet colonizing, but the extensive manuals and one-dimensional music really bore you to alien tears after a while. Still, if you ever wanted to practice your own brand of illegal alien importing, this is a good game to start with.

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.5	3.0	Advanced

## BattleSport 3DO



In this futuristic soccer game, you try to shoot the ball into the goal...using souped-up battle tanks! It's fast and fun, but the slippery controls make things a little harder than they need to be. Also, this game uses so many different power-ups in certain stages that thumbing through them could cost you precious seconds. Still, superb sound and great graphics make this a game worth playing.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	4.0	Advanced

## Spider-Man: Web of Fire

32X



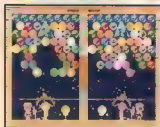
Spidey comes to the beleaguered 32X, this time with ol' Webhead clearing a laser web from the city skies. Web of Fire is decent side-scrollin', web-slingin', thug-punchin' fun, featuring nimble sprites, lots of crawly moves, and fine graphical details. Spider-Man: Web of Fire won't disappoint Marvel fans, though it doesn't raise Spidey to the pantheon of great video game heroes.



Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	ADJ.

## Puzzle De Pon

Neo-Geo



In Puzzle De Pon, as in Bust-A-Move, you must match like-colored balls to clear rows.

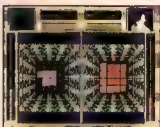
The game really shines with intense competition in the two-player, head-to-head mode.

The game's graphics, sounds, and controls are well done, making Puzzle De Pon a must-have for puzzle fans.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.0	ADJ.

## Geom Cube

Neo-Geo



Tetris fans will go ballistic with joy for Geom Cube.

Basically, this game is Tetris from an overhead view. The action gets fast and furious, so be prepared to spend time getting used to the skewed perspective.

The graphics are simple, but effective. The sound will definitely annoy you, but overall this game's a winner.

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.0	4.0	4.0	ADJ.

## Sim City 2000

Saturn



More Sim fun, this time with an expanded menu and futuristic outlook. The expanded menu, however, means more detailed gameplay, which bogs Sim City 2000 down a little, especially if you enjoyed the fun of Theme Park. Still, fans of the City Series will enjoy this latest incarnation. If you have a head for population control, Sim City is fun no matter what century it's in.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ.

## Baldies

Jaguar CD

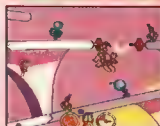


Five multilevel worlds present imaginative inventions and enemies in this Jag sim. Detailed domiciles, varied terrains, and personable characters make up the proficient graphics. The sound consists of repetitive music and sparse gameplay noises, but the control is simple and effective, making Baldies a great sim for beginners. Playing God has never been so easy.

Graphics	Sound	Control	FunFactor	Challenge
3.5	1.0	4.0	3.5	BEG.

## Frantic Flea

Super NES



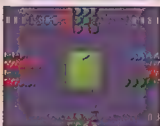
Frantic Flea puts another nail in the Super NES coffin with uninteresting gameplay, horrible cartoon-like graphics, obnoxious and monotonous music, and annoying, imprecise controls. Basically all you do in this game is run around and collect your little flea buddies.

Frantic Flea is as uninteresting as it sounds. Better call the exterminator.

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.0	3.0	2.0	ADJ.

## Zoop

Jaguar



If you had a taste of Zoop soup on the other systems, you'll know everything about the Jag version.

The gameplay is basic: Move and shoot approaching shapes. Colorful graphics, typical ping and zap sound effects, and simple controls make this one of the most playable puzzlers of the year.

A classic? No. Addictive? Yes.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.5	INT.

## VR SOCCER TIP



PUSH THE SPEED BOOST BUTTON  
TO ELUDE PESKY DEFENDERS. THIS  
WILL ALLOW YOU AND TAN RAMOS TO  
ENJOY TRASTER GRILL FOR LUNCH.



For more VR Soccer Tips and free demo, visit our web site at <http://www.vrsports.com>  
Or, purchase a PC CD-ROM interactive preview at a participating retailer near you.



# INTRODUCING VR SOCCER '96™

Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.

It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Video Games*

magazine calls VR Soccer '96™

"The best 32-bit soccer game..."

With smooth, fast camera action, it's the only soccer game you can play from any-

where and everywhere on the field.

You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on the PC. VR Soccer '96™.

Now this is a game you can get into.

Available on  
PlayStation and PC!

Coming soon on  
Sega Saturn!



Virtual FieldVision™ allows you to play in real time from any camera perspective, including first person.



Interactive motion capture means you get real-time player movement with ultimate player control.



Realistic polygon-based figures that look and play like the world's best, because they are.



THE DIFFERENCE IS REAL.™



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# SPORTS PAGES

April 1996

Soccer • Football • Racing • Golf • Basketball • Hockey • Baseball



## FIFA Soccer '96

By Tommy Glide

Saturn

FIFA finally brings all its fancy footwork to the Saturn. If you're a sucker for soccer, the real deal is here.

### Sink or Sim

FIFA suits up with 12 international leagues and all the real teams and players. Multiple views enable you to get close to the action, though passing is still more effective with the traditional overhead view.

Unlike the simplistic, arcade-style action of Sega's WorldWide Soccer, FIFA offers deep controls. Gritty defensive tackling is a necessity when playing fullback, and

FIFA Soccer '96 by EA Sports				
Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.0	4.0	4.0
ADJ. Average				
\$64.95		12 international leagues		
CD		Multiple views		
Available now		4 save slots		
Soccer		ESRB rating: Kids to Adults		
8 players				

if you're ever going to score, good passing and dribbling are critical.

### Goalin' Thunder

Graphically, the colors pop with a vibrancy not seen in the PlayStation version, and the sprites appear bigger. However, the FIFA characters on the Saturn aren't as crisp and the scrolling isn't quite as smooth.

The sound effects, like the crunch of a slide-tackle, are right on. Good crowd chants, decent commentary, and music round out the solid audio.

FIFA puts all the strategy and intensity of the world's leading international sport at your fingertips. If you're looking for a realistic soccer challenge on the Saturn, prepare to be knocked on your grass. ■



FIFA '96 Tips



## NFL Quarterback Club '96

By Johnny Ballgame

Saturn

QB Club '96 has so many careless errors that its creators appear unfamiliar with football. Saturn owners can only pray for better games — QB Club '96 is strictly for amateurs.

### Young and the Restless

Did we say errors? The introduction shows Steve Young throwing right-handed. Plays designed to run with the halfback use the fullback. The offensive linemen are spaced too far apart, leaving a huge hole for the defense. The running backs line up three yards behind the QB in the shotgun formation. Such foolish mistakes only irritate hardcore fans.

These oversights aside, QB Club does offer many solid features, including a strong lineup of

gameplay modes and the ability to switch QBs between teams. Every NFL team is available, but player control is jerky, and some passing plays offer more slowdown than completions.

The player and field graphics are impressive, but the lack of numbers on the players' jerseys is a major flaw. Player celebrations are slow, and dances like the cabbage patch are outdated. Soundwise, the theme music is catchy, but the plays are filled with so many screams that you'll think you're playing Mutant League Football.

### Talk'n Trash

Although the gameplay is decent, QB Club's numerous mistakes make it a bigger loser than the Jets. So far, NFL GameDay is the only game in town for 32-bit football fiends. ■

NFL Quarterback Club '96 by Accolade				
Graphics	Sound	Control	Fun Factor	Challenge
4.0	7.0	4.0	2.0	4.0
ADJ. Average				
\$57.99		Multiple views		
CD		Save feature		
Available now		ESRB rating: Kids to Adults		
Football				
12 players				



QB Club '96 Tips

**PROTIP:** If you run the ball successfully, you control not only the clock but the game.

**PROTIP:** Move a defensive lineman of fullback into the gaps between the offensive line men for a clean shot at the QB.

**PROTIP:** The kick meter only goes up once, so react quickly, or you'll give your opponent good field position.



Saturm

## Hang On GP

By Air Hendrix

You'll ditch this bike in disgust after a few minutes of coping with Hang On's erratic control and sluggish gameplay.

Initially, this motorcycle race sounds enticing: Choose from 10 bikes to race on 6 tracks against 20 opponents. But the twitchy steering will drive you batty, and the lack of two-player action means you play the wimpy A.I.

The graphics and sounds offer little help. Despite some improvements over the arcade version, boring tracks and stuffily moving racers inject little excitement. Likewise, the droning sounds give you a headache.

Stick with Sega Rally or Daytona for Saturm racing thrills. This ride isn't worth the price of admission. ■



Super NES

## PGA Tour '96

By Air Hendrix

The top Genesis golf series has finally teed off on the SNES.

T+Q selected the strong elements from the old Genesis games to concoct this fairly enjoyable SNES version, but sharp features like backspin and 3D terrain are absent. Many basics are still here, though: ten pros, eight courses, and a fairly responsive version of PGA III's power meter.

Despite the irritatingly slow screen redraw, the graphics sport nicely detailed backgrounds and fluid sprite movements. The vanilla music and infrequent effects score a bogey, though.

Patient gamers will find a good round of golf despite these flaws. While it doesn't top Genesis PGA III, this first SNES outing gets the job done better than its lame Genesis counterpart. ■



Jaguar

## Fever Pitch Soccer

By Greasy Gus

What happened to Jaguar sports games? Well, the Jag has one now: Fever Pitch Soccer is just a 16-bit soccer port, but it's still fun.

Fever Pitch is identical to Head-On Soccer for the SNES. A tough, fast-paced, arcade-style soccer game, Fever Pitch delivers 51 international teams in Tournament and Exhibition matches. In Tournament mode, winning earns your team "Star Players," who enhance the gameplay with special shots and tricky footwork.

The graphics and sounds are average. The game plays fast and smooth, but don't expect any next-gen system enhancements — this is a solid 16-bit audio and visual experience. If you can live with a good 16-bit game for your cartridge-poor Jaguar, Fever Pitch is a simple but addicting kick. ■



Saturn

## World Cup Gold

By Air Hendrix

Feeble graphics and controls strand this game in the bunker.

Despite a vast selection of modes, World Cup offers only one-player action on one course, which won't interest anyone for long.

Even worse, the unwieldy drives and fairway shots are so unnecessarily complex that you'll stomp your controller to pieces. On the flip side, the pathetically simple putting poses less challenge than miniature golf.

Although the palm-lined courses sport realistic detail, an odd blue tint destroys the nice sprite animations. Decent tunes and commentary help a little, but the ball sounds lack convincing depth.

These flaws add up to gameplay that scarcely resembles golf. Stick with Pebble Beach for solid Saturn tee time. ■







## College Slam

By Greasy Gus

## Super NES

You don't need good S.A.T. scores to figure out where College Slam came from. It's a nearly identical rip-off of NBA Jam.

College Slam is two-on-two basketball with the same view; the same three-button gameplay (pass, shoot, and boost); the same dunks, animations, and sound effects; and the same on-fire feature from Jam. The only noticeable new features are an ultra-turbo run, four selectable speeds of play, and player substitutions.

While it's as fast and furious as Jam, Slam's anonymous players don't bring home the star quality of the NBA. All you're really getting is the same arcade-style game with NCAA-licensed logos. If you're not a Division I college-ball hog, skip Slam entirely and go pro. ■



## College Slam

By Johnny Ballgame

## Genesis

More like College Sham. Although the game plays well, it's nothing but NBA Jam in a new package. Slam offers two-on-two action with 44 college teams. The game features "boost" instead of "turbo," as well as "fire" when your player makes three consecutive baskets. Sound familiar?

SNES owners received a much cleaner graphical version of Slam, and it's even more disappointing to see the exact same dunks, passes, and knockdowns that appeared in NBA Jam. Even the sound bites are reminiscent of Jam, with the announcer saying "From off-campus!"

If Jam is your favorite game and you love college basketball, Slam's a match made in heaven. If you already own Jam, though, there's no need to buy the same game twice. ■



## SPORTS INSIDER PREVIEW



## Slam 'N Jam '96 featuring Magic &amp; Kareem

PlayStation Saturn

Although Slam 'N Jam lacks real NBA teams and players, it makes up for that shortcoming with solid five-on-five gameplay that's apparent even in this early version. Best of all, you can play as Magic and Kareem on their All-Stars team, serving up their trademark sweet passes and skyhooks as you trample your opponents. Blazing speed, commentary by Van Earl Wright, comprehensive pro moves and strategies, and large, clean sprites round out what's shaping up to be a 32-bit hoops star. —Air Hendrix

Developed by Left Field Productions  
Published by Crystal Dynamics  
Available Spring '96

80% COMPLETE



## Showtime!

Just before Magic rejoined the Lakers, *GamePro* caught up with the famous duo before a game at the L.A. Forum, where Crystal Dynamics presented one-year scholarships to the pair's respective alma maters in compensation for appearing in the Slam 'N Jam.

**GamePro:** What video games do you guys get into?

**Kareem:** I've never played any in my life.

**Magic:** I'm like Kareem. My son Andre plays, though, so I asked him what he would like to see. He talked about the size of the players, so Crystal Dynamics

made them bigger. Of course, he kills me when we play!

**GamePro:** What drew you to this game?

**Magic:** Being with Kareem, number one. They captured everything about basketball, too. Main thing, it's a great game that shows the realism of basketball.

**Kareem:** Yeah, you can even shoot skyhooks, but they're not as accurate as mine!





NBA Shoot Out

PlayStation

Based on Total NBA '96, which is due out this year in England, NBA Shoot Out drives the lane in the U.S. with better dunking animations and enhanced gameplay. Look for all 29 NBA teams, fully polygonal players in a 3D environment, player trades, big dunks, and eight-player simultaneous action (using two multitaps). If you want a realistic A.I. set your picks and call your plays in Exhibition, Full Season, Playoffs, or Finals mode.—Tommy Glide



Loaded with motion-capture gear, Latrell Sprewell of the Golden State Warriors prepares to dunk so his movements can be used to create graphics for NBA Shoot Out.

Developed and published by Sony Computer Entertainment  
Available April

70% COMPLETE



NHL Powerplay '96

PlayStation

Saturn

PC CD

Virgin breaks across the blue line with NHL Powerplay '96. While the sprites appear tame on the PC, the rendered 3D players pop from the screen on the Saturn and PlayStation, looking like it could be the best 32-bit sports product yet. The game goes beyond the NHL and NHLPA license, featuring international teams from around the world. The hot A.I. adjusts to power-play situations, and just like real pro hockey, this game is fast and physical.—Tommy Glide



Developed by Radical Entertainment  
Published by Virgin Interactive  
Available Summer '96

60% COMPLETE



VR Soccer '96

PlayStation

Saturn

PC CD

Even in this preview version, VR Soccer sports the kind of crisp, in-depth gameplay that paved FIFA's path to fame, though soccer buffs might miss FIFA's strong strategic side. The standard features are all here, however: Choose from 43 international teams for arcade or sim action with the usual lineup of modes and moves. Thunderous crowd chants are accompanied by impressive 3D graphics. Although the sprites run toward the small side, they move with eye-catching realism.—Air Hendrix



Developed by Gremi Interactive  
Published by VR Sports  
Available April

70% COMPLETE



## The Show

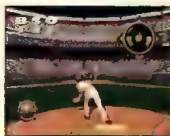
PlayStation

Saturn

PC CD

Take yourself out to the ballpark in The Show. The Major League teams have never looked so hot with 3D photorealistic stadiums and digitized live-action ballplayers. The Show features a hot new level of artificial intelligence, a new Pitch Meter interface, and all the stats you can ask for. Now that the strike is history, The Show must go on.

—Tommy Glide



Developed and published by  
Virgin Interactive  
Available Summer '96

50% COMPLETE



## HardBall 5

PlayStation

PC CD

HardBall, a 16-bit standard, is also in spring training for this year's 32-bit season with its fifth installment. In addition to zippy new PlayStation graphics, this HardBall pulls the perspective in close to the plate, and Al Michaels returns to call the plays. Accolade loaded the bases with sharp features, too: more than 800 MLBPA players, 28 stadiums, 12 legendary teams and stadiums, 40-man rosters, drafts, trades, and minor leagues.

—Air Hendrix



Developed by Mindspace  
Published by Sport Accolade  
Available March

50% COMPLETE

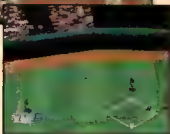
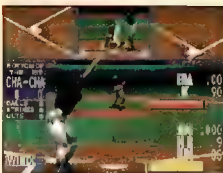


## Bottom of the 9th

PlayStation

Konami steps up to the PlayStation plate with a baseball title much like all their other sports games. Bottom of the 9th has a respectable set of standard features and modes, and the action goes down in a raucous, arcade-style pace. The unique multiview window takes some getting used to, but works great with practice. At this early point in development, the Virtua Fighter-style polygonal graphics won't dazzle you, but there's plenty of room for tuning.

—Air Hendrix



Developed and published by  
Konami  
Available April

50% COMPLETE



## Dream Team '96

PlayStation

Saturn

3DO

PC CD

Ready to hit the court with Hakeem,

Shaquille O'Neal, David Robinson, and Karl Malone? You'd better be, because the Dream Team drives full court against more than 30 teams in the Olympic Tournament and Exhibition modes. This four-player-simultaneous sim puts you on the floor against other competing nations. Go for the glory and take home the gold!

—Tommy Glide



Developed by Regal Productions  
Published by U.S. Gold  
Available Summer '96

40% COMPLETE



Torque converter drive,  
15 HP engine, ultra-responsive  
disc brake. Ackerman steering,  
spring suspension on front wheels  
to take the bumps, high  
flotation rear tires  
for off-road  
greatness!  
*Hot fun!*

**PRIZES**

**1. DINGO IX.** The off-the-road karter's kart! New 9 HP engine. Electric start, overhead valve design, balanced crank shaft for smooth operation, a large 6.4 quart fuel tank, big 22" ATV rear tires. Custom graphics, padded brush bars! *One cool machine!*

off-the-road engine. Electric  
ignition, balanced  
operation, a  
22" ATV rear  
brush

**3. THUNDERBIRD** 100 H.P. engine, big 400 x 8" steel wheels, shocks on front and rear smooth the bumps, remote fuel tank, extra thick foam seat. *Action that won't quit!*

Third wife

THESE COULD BE YOURS

# COOL WHEELS

**Leavitt Co. Corporation**  
the premium price company

**GAME RULES:** Under the puzzle, you will find 10 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry, you will find a word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled squares. The word clue letter can only be used on the line next to it. All words in the list are not used. You may photocopy this puzzle and coupon for your friends to enter.

**WHAT YOU CAN EXPECT:** After this entry you will receive one elimination game at \$4.00. The tie breaker will be \$2.00. Subsequent tie breakers will be free. Tie breakers will be played until only one player remains. The puzzles will increase in difficulty each time.

[illegible]

daily	arbor	dairy	wreck
totum	dance	sealed	ahead
ocean	prism	totem	melt
creek	breed	venue	green

**WORD CLUE:**  
What one  
does while  
asleep.

**All Entrees must be Postmarked by 5-31-96.**

**Yes. Enter my puzzle in the 1-2-3 Go-mobile Contest!**  
Here is my \$4.00 Entry fee.

**Send cash, check, or money order - U.S.Currency Only (no coins) to:**

**T** Treasure Cove Corporation  
P.O. Box 310 - Dept. GPR002  
McHenry, IL 60051-0310

Name: \_\_\_\_\_ Age: \_\_\_\_\_

(Please Print Legibly)

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

**VOID WHERE PROHIBITED BY LAW.** Employees and families of Treasure Cove Corp. are ineligible to play. Sponsor or contest responsible only to the limited extent of the prize. Release of liability form must be signed to accept the publisher of this magazine are not affiliated with this contest. Prizes will be awarded to winners who have won prizes in this game. Winners under legal age must have parent's signature. For a copy of the general rules, please send a self-addressed, stamped envelope to "RUE," P.O. Box 310 McHenry, IL 60051 0310. Dingo is the registered trademark of Manco Products, Inc. You may photocopy this puzzle and coupon for additional entries.

# Role-Player's Realm

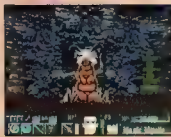
The Monthly Guide to the World of Role-Playing Games • April '96

## Death Keep



By The Game EN

Death Keep not only has an official D&D license, it also has all the makings of a winner. An evil necromancer has returned to the world, and you must stop him from resurrecting his long-lost powers.



*PROTIP: Watch out for evil fireballs and their allies in the second dungeon.*

with puzzles, mazes, and monsters.

Death Keep's great control is another plus. The accessible menus give you over 30 items and countless spells. Smooth control allows you to navigate close corridors while the up-and-down scrolling increases your line of sight.

### Death Warmed Over

The 3D game environment gives you 360-degree motion



*PROTIP: Watch out for evil fireballs and their allies in the second dungeon.*



*PROTIP: Watch out for evil fireballs and their allies in the second dungeon.*

in rendered levels. The smooth movements, detail, and animation are impressive.

In addition to spooky music, Death Keep has screaming monsters that give you unnerving warnings ahead. Clashing swords and strangled cries are also realistic.

With a solid plot and great animation, Death Keep is to die for. ■

**Death Keep by SSI**

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	4.5	4.5	4.5

**ADJ.** 4.5

Price not available  
CD  
Available now  
Action/RPG  
1 player

25 dungeons  
First-person view  
Multiscrolling  
Save feature  
ESRB rating: Teen

### D&D for One

Death Keep promises excitement and delivers. From a first-person Doom-style view, you explore 25 dungeons with 8 levels apiece, filled



By Sir Scary Larry

King's Field II is a hapless first-person RPG that's neither as smooth nor as fun as Death

### PlayStation

Keep for the 3DO. Slow movements, unfair matchups against enemies, and dull gameplay make it tough to cultivate loyalty to King's Field.

### King's Ransom

The problems revolve around the FunFactor. Chasing monsters is one thing, but chasing them in slow motion while



*PROTIP: Look in all the barrels, especially the first one in the caves. You'll find an iron mask.*



*PROTIP: Attack monsters from the side.*

they speed up to kill you is a different matter.

Controlling your adventurer is tough. Sluggish screen movement is exacerbated by a slow-to-charge weapon bar. Enemies glide along and kill you while you're unprepared, which adds to the frustration.

### Field of Seams

Graphically, the game's dungeons and monsters look similar throughout every level. There's also plenty of break-up with lots of seams appear-

ing where they shouldn't.

As for sounds, there are eerie effects à la Doom, but for the most part, you'll hear scarier sounds in Michael Jackson's bedroom. Not even the enemies can muster the energy to sonically scare you.

King's Field is definitely a rental. With flaccid gameplay and less-than-fearsome monsters, this adventure takes the long and winding road to the discount barrel. ■



*PROTIP: Go out to the fisherman, then turn right and follow the path. Climb the long staircase and grab the fire crystal.*

**King's Field II by ASCIIWare**

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.0	3.0	3.0	3.0

**ADV.** 3.0

Price not available  
CD  
Available now  
RPG  
1 player

First-person view  
Memory card  
ESRB rating: Not yet rated

# Lucienne's Quest

By Sir Scary Larry

It looks like Mystaria, it plays like Shining Force, but it bores you like a Saturday night with your parents. It's Lucienne's Quest, and it needs help.

## On Our Quest

Featuring the first female-led plot since Lufia, this game has all the trappings of a role-playing game, and the usual accoutrements like weapons, magic, and extensive (read



**PROTIP:** When lining up your characters, remember that trees or bushes in your line of fire will misdirect your attack.

here: useless) conversations.

But the jagged graphics and carousel music, along with the weak story line and unimpressive enemies, really grate on you. You'll be more scared when you realize that you actually paid money for this game.

Control is menu-based, and it's effective for the most part. Problems arise during

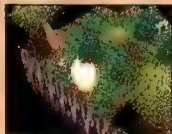


combat, however. It's a grid-mover with a turn-based

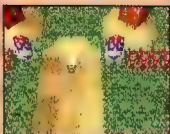
style of combat. This means you have to line up your characters carefully, and so to use heal spells you have to take a hit first.

## Quest for Hire

Playing from a 3/4-overhead view, the close-up graphics are grainy and move slowly. The enemies look like they were drawn by children, and the spells, though colorful, never get off the ground



**PROTIP:** Use fireballs only on a tough enemy.



**PROTIP:** In the town of Baba chop (east of Colony), you must prove your might before the elder grants you his favors.

graphically. Some enemies, like the Dead Creepies, are too hard to spot on the bland backgrounds.

The sounds try for heroic but end up soporific. The battle music is awful, and the sound effects are below 3DO standards.

In the quest to make better next-gen games, this one couldn't cut it with a double-edged sword. Lucienne better take her quest back to the drawing board. ■

Lucienne's Quest  
By Panasonic Interactive Media

Graphics	Sound	Content	Funfactor	Challenge
2.5	2.5	3.0	2.5	2.5

INT. **INTERACTIVE**

\$59.95  
CD  
Available March  
RPG  
1 player

16-bit overhead view  
Save feature  
ESRB rating: Kids to Adults

# Future Fantasies

A sneak peak at upcoming games for RPG fans!

By Sir Scary Larry

## Iron Storm



Historical war sim and strategy buffs who dig re-enacting WW II should enlist Iron Storm for the Saturn. You can control American, German, or Japanese forces in either Scenario or Campaign modes in this rendered 3D strategy game.

Video intros mixing WW II footage with full-color rendered animations set to a mili-

tary soundtrack open the disc. Troop movements occur within hexagon-shaped sections on a 2D map, but you view the outcome in a texture-mapped, rendered 3D environment.

By Working Designs  
Available First Quarter '96

## Shining Wisdom



## Kingdom II: Shadoon

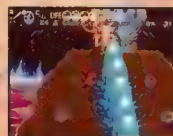
From Rick Dyer, the creative genius behind Space Ace, Dragon's Lair, and Kingdom: The Far Reaches, comes yet another colorful fantasy adventure. Kingdom II features better graphics, more involved gameplay, and a revamped music score.

By Virtual Image Productions  
Available April



Shining Wisdom for the Sega Saturn. It's a Zelda-type game that was developed by the prestigious Sonic team in Japan. The early pictures that we saw look great. It would be nice to get a substantive RPG for the Saturn! ■

By Working Designs  
Available April



Working Designs just announced that it will release



# BREATH OF FIRE II

## The Final Showdown

This is it... the end of the quest! In this third instalment, we take you to the throne endings and show you how to defeat the final enemies.

By Major Mike



### Level Spells

Some spells the characters learn at the following levels:

#### Your Character

Level 16	Cure 2
Level 19	Smoke
Level 36	Fireball
Level 37	Hail
Level 38	Missile
Level 39	Bolt X

#### Row

Level 16	Cure 2
Level 20	Renew
Level 23	Heal
Level 26	Def-Up X
Level 30	Cure 4
Level 33	Cure 3
Level 36	Renew

#### Jean

Level 13	Hush
Level 14	Warp
Level 16	Power Down
Level 18	Cold
Level 20	Idle
Level 30	Angel
Level 32	Death
Level 34	Renew

#### Katt

Level 13	Hail
Level 15	Bolt X

#### Nina

Level 12	Exit
Level 13	S. Boom
Level 15	Def-Down
Level 17	Drain
Level 20	Flame
Level 22	Typhoon
Level 24	Freeze
Level 26	Angel
Level 28	Death
Level 31	Hail
Level 36	Bolt X

#### Rand

Level 09	Thunder
Level 17	Cure 2
Level 24	8.0
Level 27	Renew
Level 31	Heal
Level 35	Cure 3

#### Spar

Level 14	Def-Up
Level 16	Idle
Level 18	Exit
Level 19	Warp
Level 21	Sap
Level 22	Drain
Level 26	Cure 2
Level 28	Freeze
Level 30	Shield
Level 33	Def-Up X
Level 36	Atk-Up

#### Sten

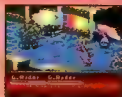
Level 15	Flame
Level 33	Fireball

### The Right Spells

Certain spells can severely damage or outright kill certain enemies. Here are a few for those tense moments:

#### Monster

G. Rider	Fireball or Angel spell
Humus, Carn	Angel spell
DPaladin, Conch	Death
Dragon	Bolt X
Magimas	Missile
Skeleton, Racegude, Ganet	Spells aren't effective; hit only with weapons



#### Spell

### Get Pumped Up!

Obviously, the higher your level, the more powerful you are. A great area to kill monsters and load up on experience points is the small island to the northeast of Capitan. To make things easier, fly to the city of ruins so you can replenish your hit points and change Shaman powers. The island is loaded with gigantic monsters. Remember — once the cave doors have been opened in Gate, Mina can no longer help you travel.



## Preparing for the Final Battle



Before entering the cave, go to Tunlan and load up on life and help potions, and grab plenty of W. Fruits. Then return to Ruins, pick your party (take Sten with you for the first part), and go to Gate.

Don't merge Sten with the Fire and Wind Shaman – if you do, he won't be able to stretch his arms across the gaps. If you take Nina, be sure to merge her with the Holy and Wind Shaman – her banish spell comes in handy when things get tough.

As an aside, when any character is merged with a Shaman, try to keep their hit points above 100. If their HP drop too low, they revert back to normal.

## Begin Your Descent

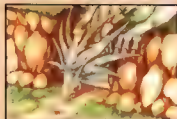


This giant dungeon is divided into two parts. Having Sten with you in the first part enables you to take shortcuts and get certain treasures. Any character merged with a Shaman reverts back to normal when you meet the Wise Men of the Dragon, so choose your party carefully. The map

shows you some of the bigger stretches in the first part. They are filled with dead ends that make you travel unnecessary distances (which lead to more battles).



The Second Sublevel: Going after the treasure chests makes you more likely to encounter enemies, but there are some powerful items to be found.

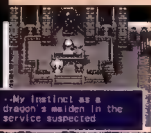


*This is the next-to-last stretch before the halfway point – the city of Dologany.*

## The Halfway Point



Here you can save your game and buy supplies. There's also a flashback sequence where you control the hero's mother. You'll find a few save points in the caverns ahead, but they're few and far between.



## Wise Men of the Dragon



After leaving Dologany, enter the room down the stairs and to the right. Here you can obtain the Anfini power – but only after passing the test.



After entering each room and talking to your friends, refuse to choose one to be sacrificed. Then you get the ultimate dragon power – Anfini!

## The Lower Depths

Several treasure chests in these small rooms are worth looking for. There are also a couple of water pools where you can restore your strength and magic abilities.

## Evan



When you exit the cave after fighting Barubary, you find a save statue, a pool of water, and a red teleport switch. Step on the switch, and you teleport to a big, open room. Walk straight up to the cave.



Inside the cave is Evan. To free yourself from your frozen state, roll your thumb on the directional pad. When you chase Evan to the end of the

## Defeating Barubary



When you enter a room that's completely dark, power-up all the characters in your party. In this cave is Barubary, the toughest monster in the game. Barubary attacks with a Bolt X spell, Fire and Cold Breath, and an annoying fire wave that takes

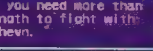
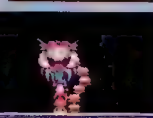
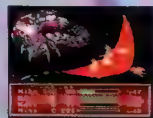


at least 100 hit points off every party member. Keep wearing him down with various offensive spells (except Death and Angel) and hit him with a Gold Dragon attack whenever you can. Be warned, though, the more you damage Barubary, the more powerful he gets.

platform, Deathevn appears. After Deathevn's Explode attack, use the Anfini spell, and your friends join you for the final battle.



If Bleu is in your party, and you have plenty of Life potions, use Bleu's Shed to restore her health. Then, when Barubary misses an attack, revive your character and feed him W. Fruits until he is powered-up to use the Golden Dragon power. It takes a very long time to defeat Barubary this way, but as a last-ditch tactic, it gets the job done.



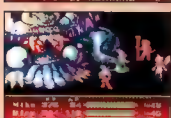
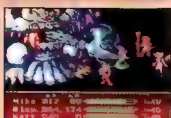
## Deathevn



Despite his size, Deathevn isn't that hard to beat. Initially he limits himself to small and single person-to-person attacks, but later he takes away your ability to do certain spells and saps your magic and health points.



His nastiest attacks are his Death spell and a Bone Laser that damages everyone in the

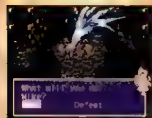




party. While he's easy to fight at first, don't get too confident. A hit from the Bone Laser when your party is in poor shape could mean the end. For attacking, Missile, Fireball, and Bolt X work especially well.

## The Endings

### The Easiest and Worst

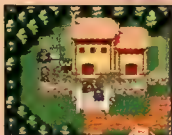


When confronted with the decision to wait for the demon to emerge or to go ahead and defeat it, pick "Wait" for a one-screen ending.



### After Deathevn

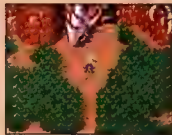
There are two endings after you defeat Deathevn. The difference between the two depends on whether Ganer lives.



After the battle, the party leaves the cave, but something isn't right - Deathevn isn't dead. He's only temporarily defeated to rise again another day! The only problem is how to keep him inside the cave.

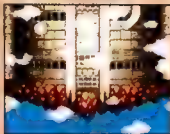
### With Ganer Gone

If you destroyed the machine and Ganer hooked to it in Evrai, you get this ending.

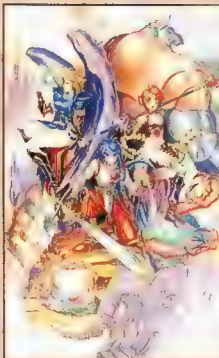


You turn into a dragon and guard the exit the way your mother did years before to keep Deathevn trapped inside the cave.

### With Ganer Alive



Ganer pilots Ruins over the cave and lands on top of it, covering up the entrance. With Deathevn sealed inside, you return to the village and are greeted by your friends. Let the credits roll! 📺



# Reload for More LOADED!

Are we having fun yet? We gave you the first four levels in February, now here are four more! In this ProStrategy Guide, we take you up through Level 8. Can you defeat F.U.B.?

By Major Mike

## Level 5

### Main Gate

**Objective: Steal car and escape**

#### Level 5 Highlights



Need a breather? This level is the closest you'll get to one. This is a simple run to the exit - no keycards to collect. Of course, several guards and attack dogs lurk between you and your goal!



When the level starts (1), shoot the boxes around you and grab the power-ups. Then walk up very slowly; seven guards are waiting in a triangular formation (2). If you move slowly enough, you can pick them all off before they fire a shot. Shoot the guards at the extreme edges the moment they're in range and work your way in. A similar group of guards is to the right (3). When you move out of this concrete shelter and into the fenced

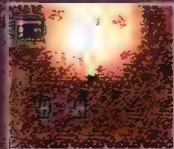


area, you meet a new menace - guard dogs! These things are like rats, but they move slower. Once they pick up your scent, they won't give up the chase. They're stronger and do more damage than their rodent friends, so never let them surround you. Also, beware of dogs outside the fence



they can get in horizontally.

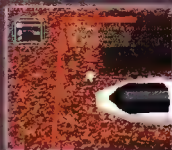
When you reach the mazelike area of fences, take the first opening going down. You encounter dogs and guards, but you can also collect several items (4), including an extra smart bomb.



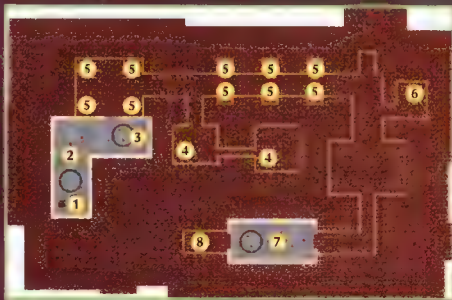
You can shoot the guard towers (5), but they don't hold any icons. Move slowly in the open areas so the dogs don't gang up on you. Several icons are stashed in the upper-right corner (6), including health and ammo power-ups. At the end of the fenced area is another concrete shelter (7). There is also a first-aid kit and a



flying sentry robot. You can hit the robot only when it lands, but you can also dash past him and finish the level. Don't worry - you meet him again.



At the end of this stage is the shuttle car (8). Get in, and you're off

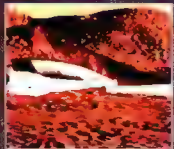


# Level 6

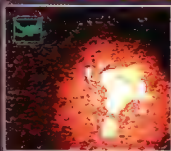
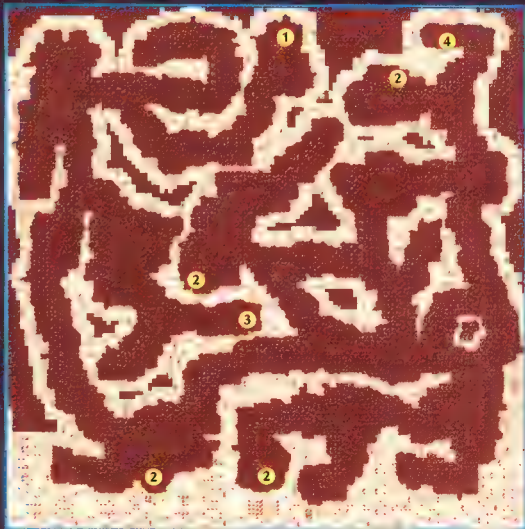
## Desert

**Objective:** Find four cans of gas and refuel vehicle.

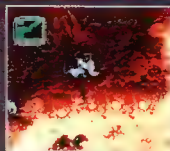
Level 6 Map



Oops! It looks like whoever used the shuttle last forgot to fill the tank with gas! Time to make an emergency pit stop.



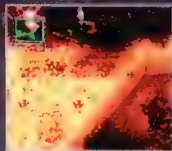
Leave the shuttle (1) and search for the gas. It doesn't matter what order you pick up the cans in (2), just be sure to get them all. Each can is located next to a big rock you can destroy.



You meet two new enemies in this level: giant scorpions and blue attack dogs. These menaces jump off the cliffs above you and love to encircle and swarm you. The scorpions take more hits to kill than the dogs, so keep a smart bomb or two handy in case you're surrounded. If a scorpion drops from above while you're running, back up and shoot it. Where there's one, there are several, and they'll gang up on you. The terrain isn't much help. With all the cliffs, it's easy to become cornered. Zoom out as far as you can to see approaching scorpions and dogs.



Near the beginning of the level is a 1-up located near the center (3). Several icons are also scattered throughout the level.



Above the gas can in the upper-right corner are two ammo power-ups (4). Grab them before you return to the ship.

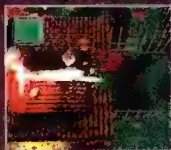


# Level 7

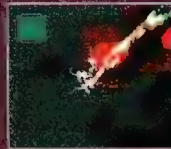
## Badlands

**Objective:** Find secret teleport to space port

### Level 7 Highlights



Ah, the great outdoors! Nothing but fresh air, scorpions, attack dogs, rats, and regenerating zombies! The goal is to get inside the cross-shaped building in the middle – but only after getting all the keys. Barrels and other objects will reveal power-ups when you shoot them, so fire away at all containers. Also, be aware of the hilly terrain. When running from enemies, you can unexpectedly slow down, sometimes even to a crawl. Whenever dogs and scorpions chase you on the hills, turn around and fire at them while running backward.

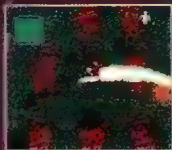
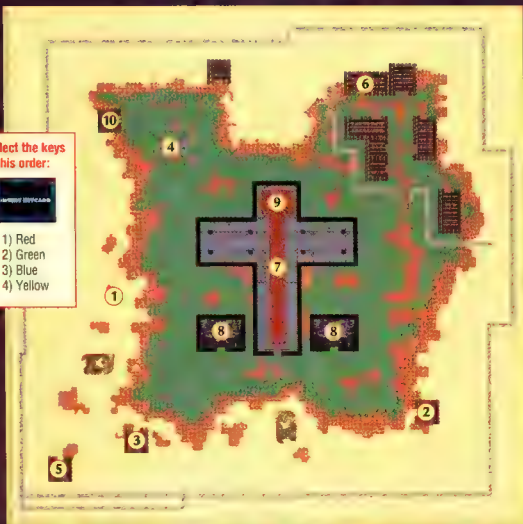


Don't waste too much ammo on the zombies – they regenerate. When you start the level (1), go to the bottom of the screen and head to the right. Dogs, scorpions, and rats litter the bottom, but just hold down the run button and blast through. Go to the shack (2) and get the red keycard.

Collect the keys in this order:



- 1) Red
- 2) Green
- 3) Blue
- 4) Yellow



After retrieving the red keycard, head back to the left and get the smart bomb out of the shack (3). You can also use this shack as a safe haven from pursuing monsters because once the doors close, nothing gets in. Then go up to the graveyard (4). You must go through the graveyard to get into the shack that has the green keycard (10). The graveyard is filled with zombies and rats, so move fast to grab the key. There are also first-aid and ammo power-ups in the shack. Don't bother shooting the tombstones; they don't hide any power-ups.



With the green keycard in your possession, go to the shack at the bottom of the screen (5) and get the blue keycard. Then go to the fenced-in area to the upper right to find the yellow keycard (6). In addition to the key, you find power-ups in the various buildings and in the barrels and logs in front of the houses.

The exit is in the cross-shaped building in the middle (7). Don't enter the two smaller buildings in front (8) unless you need the power-ups inside. The doors in front are the only way in – you can't climb the steep hills on the



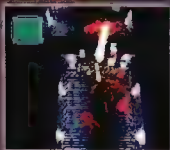
sides of the building. When you're inside the main building, go directly to the back – there's nothing to collect except punches from zombies and rat bites. Stand in the middle of the four columns at the end of the main hall, and you're teleported out of the level (9).

# Level 3

## Space Port

**Objective:** Find exit to next level

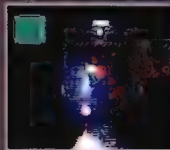
### Level 3 Highlights:



Always shoot the guards with the red shirts first; they inflict the most damage with their fast rifles. No rats or animals are lurking here—just guards. This is the game's "Stalingrad" level: it's slow, room-to-room, exhausting fighting.



At the start of the level (1), go to the rooms to the left to find ammo and other power-ups (the room to the right houses guards). Locate the green keycard first (2).



Be careful when entering the big rooms directly above you (3); they're filled with guards. If you move slowly enough and take the guards by surprise, they shouldn't pose a problem. On the way back from the green keycard, stop at the small room to the left (5) for power-ups, including an extra smart bomb. The blue keycard is next. It's located in a room near where you began the level (4). Be careful when entering this room—it's filled with guards.



The red keycard is at the top of the level (6). On the way there,

snag the temporary-invincibility icon in the small room to the left (7). If you're low on health, grab the icon and run straight up. There's a room (8) to the top left where you'll find a first-aid kit and other power-ups. Hidden behind the cracked walls in the big room below are a 1-up (9) and a time-freeze icon (10). There are other hidden rooms behind cracked walls that also contain valuable items (17) in this level.

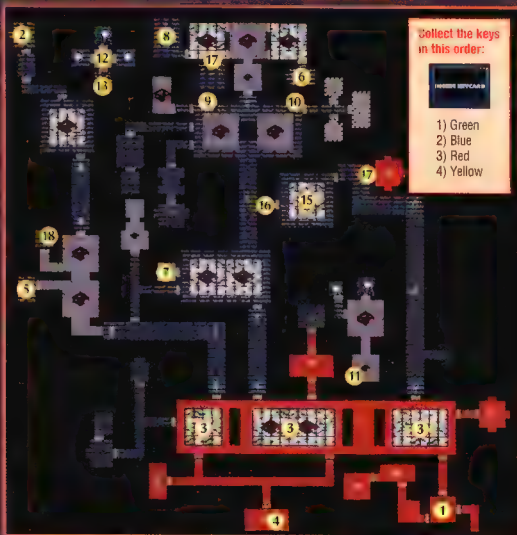


The final key you need, the yellow keycard, is in a room that can only be accessed by a teleporter (11).

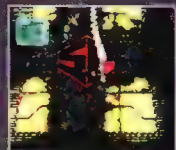
Collect the keys in this order:



- 1) Green
- 2) Blue
- 3) Red
- 4) Yellow



This teleporter is in the room shaped like a plus sign (12) near the top of the level. You can get there from the room to the far left of the level (18). Stand on the bottom teleporter platform (13) in the plus-shaped room to reach the yellow keycard.



Shoot plasma robot sentry from Level 5 in the room just before the exit (15). He fires large energy bursts and can be harmed only when he lands on the ground. Like before, if you shoot him enough times, he flies away. Enter the small room to the left (16) and exit the level.



# THE FIGHTER'S EDGE presents

# SOUL EDGE

Learn the eight fighters' special moves and basic skills to give you the cutting edge to **VICTORY**. By Bruised Lee

**S**oul Edge is a beautiful polygon-graphics fighting game set in the mid-15th century. Graphically, this game has no rough edges: Each texture-mapped fighter was beautifully rendered using motion-capture techniques that depict breathtakingly awesome detail. Soul Edge also benefits from incredible lighting effects. The dawn to dusk effect is especially effective.

Soul Edge's gameplay is a combination of Virtua Fighter and Toshinden. Characters can sidestep incoming special moves, thrust block, and counterattack. This strategy guide breaks down all the basic moves and features, and gives you a handful of special moves for each fighter. Is your soul strong enough to handle this fighting edge?

## Basic Moves

### Footwork

In addition to guard blocking, characters can sidestep incoming moves



Tap  $\downarrow$ ,  $\uparrow$  to sidestep left, or tap  $\downarrow$ ,  $\uparrow$  to sidestep right.

**Note:** Players can even sidestep and attack. After you sidestep, tap any of the attack buttons. For example, tap  $\downarrow$ ,  $\downarrow$ , HA. This is a great way to surprise your opponent. Not only do you avoid their attack, but you change the direction of the playing field and counterattack.

### Running Power

As in Tekken, each player can run toward their opponent and perform special moves. To execute a running attack, tap one or a combination of the attack buttons while running.



To run, tap  $\rightarrow$ , hold  $\rightarrow$

## Controller Legend



**Note:** All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

G = Guard  
HA = Horizontal Attack  
K = Kick  
VA = Vertical Attack

**Motion** = Move the joystick in one smooth, continuous motion

**Tap** = Tap the indicated buttons or directions in sequence

**Charge** = Hold the direction or button indicated for the time indicated

( $\uparrow$ ) = Execute commands in parentheses simultaneously



## Get Up and Fight

When your fighter is knocked down during a match, you have several ways to recover offensively and defensively. Use the recovery method that best accommodates your fighting situation.



Tap (↑ HA) to further damage a downed opponent.

## The Battleground

Soul Edge's backgrounds give you a limited playing field for fighting. Players can be knocked out with a special move or a combo, but can't accidentally ring themselves out. This eliminates cheesy ring-out victories.



## Recovery Moves

Note: Perform these moves when your character is down.

Tap ← = Backward somersault

Tap → = Forward somersault

Tap ↑ = Roll to the left

Tap ↓ = Roll to the right

Tap HA or VA = Get up and attack opponent's midsection

Tap K = Get up and kick opponent's lower section

Tap G repeatedly = Quick recovery

You can also link recovery moves together to perform more than one move at a time.

For example:

Tap (↑ HA VA) repeatedly = Recover quickly and roll sideways, then get up and attack opponent's midsection.

## Knockdown Attack

After you knock down an opponent, you can jump in for an extra hit.

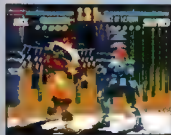
the meter is depleted, your weapon breaks – and you fight the rest of the round using only your bare hands



Keep an eye on your weapon meter if you're playing defensively.



As your weapon breaks, you fly back, recoiling from the collision.



Now you're forced to fight the rest of the round without a weapon.

## Critical Edge

Each fighter can perform a super move that registers several hits. Doing this super move, however, uses up half your weapon meter



Tap (HA VA K) for the Critical Edge. This a great last-resort attack.

## Weapon Clashing

Weapons can lock together during a battle if the move is timed right. When this happens, tap any attack button repeatedly to counterattack.



# The Fighter's Edge

**Dark Shredder**



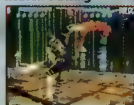
Tap HA, HA, HA

**Rat Chase**



Tap ↓, HA, HA, HA

**Heaven's Swing**



Tap (↓ VA)



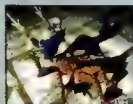
SPECIAL MOVES  
SPECIAL MOVES  
SPECIAL MOVES

**Spinner**



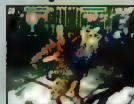
Tap (G HA)

**Back Tracker**



Tap (G VA)

**The Stinger**



When behind the opponent, tap (G HA)

**Praying Mantis**



Tap (HA VA)

**Deadly Rose**



Tap (HA K)

**Demon Elbow**



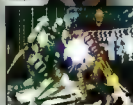
Tap →, hold →, tap VA

**Log Tap**



Tap →, hold →, tap (HA VA)

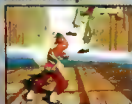
**Killer X**



Tap VA, VA

SPECIAL MOVES  
SPECIAL MOVES  
SPECIAL MOVES

**Punisher Whip**



Tap →, hold →, tap VA

**Rope Skipper**



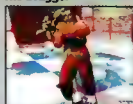
Tap (↖ HA)

**Death Drop**



When in close, tap (G HA)

**The Dragger**



When in close, tap (G VA)

**Hailstorm**



Tap VA, VA, VA

**Twin Harpoon**



Tap K, K

**Harpoon Driller**



Tap K, ↓, K

**Crazy Windmill**



Tap (HA VA)

**Rope Attacher**



Tap (← HA)

**Last Breath**



When behind the opponent, tap (G HA)

**Thunderstorm**



Tap HA, HA, HA



## Spiral Attack



Tap HA, HA, VA

## The Sandman



When behind the opponent, tap (G HA)

## Drilling Horn



Tap (→ VA)

## Blackmail



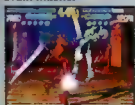
Tap ←, ←, VA, VA

## Wheel Turner



Tap (→ HA)

## Brain Masher



Tap VA, VA, VA

## Cross Cutter



Tap VA, ↓, HA

## Flap Jack



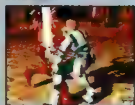
Hold ↓, tap (G HA)

## Sledgehammer



Tap →, hold →, tap (HA VA)

## Cold Steel



When in close, tap (G HA)

## Power Bomb



When in close, tap (G VA)

## Siegfried

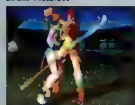


## Skyscraper



Tap (← VA), ↓, (HA VA)

## Grab Attack



When in close, tap (G HA)

## Flip Throw



When in close, tap (G VA)

## Say Uncle



When behind the opponent, tap (G HA)

## Meteor Shower



Tap VA, VA, VA

## Starlight Explosion



Tap (HA VA)

## Axe Kick



Tap (VA K)

## Mountain Crusher



Tap →, (→ K)

## Spinning Sparrow



Tap (↘ HA)

## Triple Wave



Tap VA, VA, ↓, HA

## Sparrow's Rush



Tap HA, HA, HA



# The Fighter's Edge

## Discus Thrower



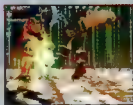
Tap (← HA)

## Sky Splitter



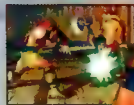
Tap (↘ VA)

## Rock Climber



Tap (→ K)

## Piston Attack



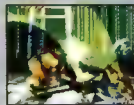
Tap VA, VA, VA

## Buffalo Charge



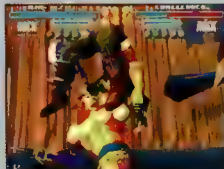
Tap →, hold →, tap K

## Tornado



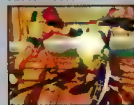
Tap →, hold →, tap HA, VA

## Overhead Throw



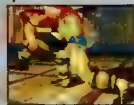
When in close, tap (G HA)

## Cut to Pieces



Tap HA, HA, HA

## Spin Cracker



When behind the opponent, tap (G HA)

## Tidal Wave



Tap →, HA, HA, HA

## Head-Butt Fury



When in close, tap (G VA)

## Shooting Stars



Tap K, K, K

## Great Loop



Tap ↓, K, K

## Windmill Kick



Hold →, tap K

## Death Spin



When ↓ ↘ → VA

## Thunder & Lightning



Tap HA, HA, HA

## Lightning Strike



Tap VA, VA, VA

## Flip Destruction



When behind the opponent, tap (G HA)

## Reaping Hook



Tap (← HA)

## Whirlwind



Tap →, hold →, tap K

## Suplex Surprise



When in close, tap (G HA)

## Close Shave



When in close, tap (G VA)

SPECIAL MOVES  
SPECIAL MOVES  
SPECIAL MOVES

SPECIAL MOVES  
SPECIAL MOVES  
SPECIAL MOVES

Taki

# Sophitia



## Neck Cracker



When in close, tap (G VA)

## Tricky Tangle



Tap HA, HA, ↓, K

## Close Encounters



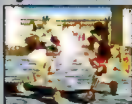
When behind the opponent, tap (G HA)

## The Conductor



Tap VA, VA, VA

## Angel's Punishment



Tap HA, HA, HA

## Soprano Surprise



When in close, tap (G HA)

## Angel Strike



Motion ↓ ↘ → VA

## Sunrise Slice



Tap (↓ VA)

## White Flash



Tap (↗ K)

## Maiden Revenge



Tap (← HA)

## Moon Flip



Tap (↙ K)

## Phoenix Tail



Tap →, hold →, tap (HA VA)

## Shin Slicer



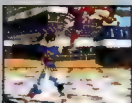
Tap (↙ HA)

## No Escape



Tap HA, HA, HA

## Windstorm



Tap HA, HA, VA

## Thunder Strike



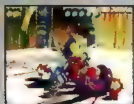
Tap →, hold →, tap VA

## Split Decision



When in close, tap (G VA)

## Takedown Grab



When behind the opponent, tap (G HA)

## Steel Slicer



Tap (HA VA)

## Log Sweeper



Tap (↓ K VA)

SPECIAL MOVES  
SPECIAL MOVES  
SPECIAL MOVES

## Slice & Dice



When in close, tap (G HA)

## Wasp Stinger



Tap (→ VA)



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5435

# ARCADE SUPER CHEATS

By Johnny Ballgame



## Controller Legend



P = Pass

S = Shoot

T = Turbo

Note: ( ) = Directions in parentheses are executed simultaneously.

## Power-Ups

Activate these cheats at the "Tonight's Game" screen.

- Big head players: Tap (↑ P T)
- Huge-headed players: Tap (↑ S P), ↑, (↑ S P), ↑, (↑ S P), ↑
- Tiny-headed players: Tap T, T, ↑, S, S, ↑
- Normal-headed players: Tap (↓ S), P
- Big-headed goalie: Tap P, P, T, S, P
- Huge-headed goalie: Press and hold P and rotate the joystick clockwise once, starting from ↑, then rotate it once counterclockwise, starting from ↑
- Tiny-headed goalie: Press and hold S and rotate the joystick counterclockwise once, starting from ↑
- Normal-headed goalie: Tap S, T, P
- Big puck: Tap ↑, ↑, ↓, ↓, T
- Baby size: Rotate the joystick counterclockwise from ↓ to ↑, then press and hold T and rotate the joystick clockwise from ↑ to ↓
- Force fat head: Rotate the joystick clockwise from ← to →, then rotate it counterclockwise from → to ←
- Dark rink: Tap (P T), P, (P T), P, (P S), P, (P S), P, (P S), P, (P T), P
- Disable top display: Tap (← T), ←, (← T), ←, (← T), ←, (← S), ←, (← P), ←, (← P), ←, (← P), ←



## Other Power-Ups

Activate these cheats before the first period faceoff begins, but not when the help windows are onscreen.

- Disable throwing: Tap (↓ S), (↑ S)
- Super goalie: Tap ↓, ↓, ↓, ↓, ↓, P
- Tournament mode: Tap (→ S P T)  
Note: You can't enable this cheat against the CPU
- Computer assistance off: Rotate the joystick clockwise twice, starting from ↑
- Unlimited turbo: Tap T, S, S, then rotate the joystick clockwise once, starting from ↑  
Note: You can't enable this cheat against the CPU
- Unlimited checking: Tap (← T), ←, (← T), ←, (← T), ←. Rotate the joystick counterclockwise from ← to →, then tap (→ T), →, (→ T), →.
- Increased speed: Tap (S T), (S T), →, (S T), ↓
- Increased shooting: Tap S, S, S, S, T, S, S, S, S, P
- Increased passing: Tap P, T, P, T, P, P, P, P, T
- Increased checking: Tap (↑ P T), (P T), (↑ P T), (P T), (↑ P T), (P T), (↑ P T), (P T), (↑ P T), (P T), (↑ P T), (P T)
- Increased puck handling: Tap (S P), S, P, P, P, S, S, T, T, T
- Fast turbo recovery: Tap →, →, →, →, T, ←, ←, T, →





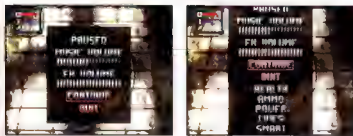
# SWAT PRO

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### Loaded

#### Power-Up Codes and Level Skip



To do any of these codes, start a game and pause it. At the Paused screen that appears, hold **Button L1** and **Button L2** for at least ten seconds. Continue to hold the two buttons after ten seconds have passed, then do the following button presses. To use the cheat, highlight it and press **Button X**.

Restore health: **Press Right, Right, Left, Down, Down, Up, Button Δ, Button ○**

More ammo: **Press Down, Right, Button ○, Left, Right, Button ○**

Weapon power-up: **Press Right, Down, Right, Button Δ**

More lives: **Press Left, Down, Right, Button Δ, Button □, Button ×, Button ○**

More smart bombs: **Press Button R1, Button R2, Button ×, Button Δ, Button □, Button ○, Button R1, Button R2, Button ○, Button ○, Button □**

Skip level: **Press Button ×, Button R1, Button Δ, Button R1, Button □, Button ○, Button R2, Button R2, Button ×, Button □, Button Δ, Button ×**

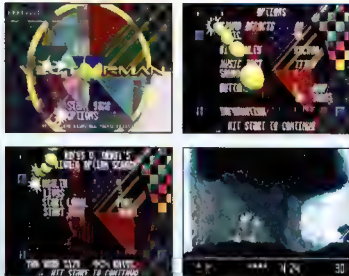


Jennifer Call, Newport News, VA

## Genesis

### Vectorman

#### Orbot's Private Options Screen



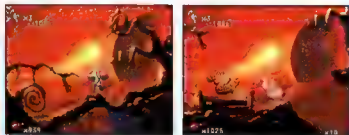
At the Options screen, press **Button A, Button B, Button B, Button A, Down, Button A, Button B, Button B, Button A, A**. A new screen appears named "Refus Q. Orbot's Private Options Screen" that lets you increase health and lives, power up your weapon, and select any level.

**Sean M. Sweetnam**  
Madison, WI

## Genesis

### Earthworm Jim 2

#### Energy Refill and Ten Mealworms



Energy refill: Pause during a game and press **Button A, Button B, Button C, Button A, Button B, Button C, Button A, Button B, Button C, Button C**. You hear a warping sound if you did the trick correctly. Unpause the game, and your energy will be refilled. This trick works only twice in a level.

Ten mealworms: Pause during a game and press **Button C, Button A, Button C, Button A, Button C, Button A, Button C, Button A**. You hear a warping sound if you did the trick correctly. Unpause the game, and you have ten mealworms. This trick is more effective on the Villi People and Circus of the Scars stages.

## Saturn

### Solar Eclipse

#### Hidden Stage



Start a game, pause it, then press **Right, Down, Down, Left, Button C, Right, Button A, Button Z, Button Y**. If you did the trick correctly, you see a screen that says "Heads Up! Production Team Level." Now the enemies' heads are replaced by the heads of the people who made the game.

**Joe Brown**

Somers Point, NJ

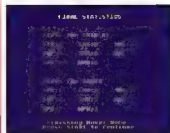


Lena Yoshikawa  
Tokyo, Japan

## Sega CD

### Eternal Champions: Challenge From the Dark Side

#### Hidden Fighters



Using a six-button controller on Controller Two, enter each of the button presses below at the Final Statistics screen after a match. If you did the code correctly, you hear a sound. Then, at the Continue screen, let the timer run out. Start another game and the hidden fighter appears.

**Blast:** Press **Button Z, Left, Button Y, Up, Button X, Button B, Mode button, Right, Up**

**Chicken (Crispy):** Press **Mode button, Up, Button C, Up, Mode button, Button Y, Button Y, Right, Mode button, Button A, Left**

**Chin Wo:** Press **Button B, Button Z, Up, Mode button, Right, Button C, Button B, Up, Button Y, Up**

**Dog (Yappy):** Press **Button Y, Button Y, Up, Down, Mode button, Down, Button Z, Up, Up, Button X**

**Hooter (Owl):** Press **Button X, Button C, Right, Button X, Button B, Right, Button Z, Button A, Mode button, Up**

**Senator:** Press **Right, Button C, Button C, Left, Mode button, Button B, Down, Button X, Button A, Button X, Mode button**

**Slither (Snake):** Press **Button B, Button Y, Up, Up, Button C, Button X, Left, Up, Button X, Button Y**

**Thanatos (Reaper):** Press **Mode button, Button C, Button Y, Button A, Button B, Up, Button B, Button B, Button Y, Button Z, Button C**

**Zuni (Monkey):** Press **Button Y, Button X, Down, Button B, Mode button, Up, Button X, Up, Up, Left, Button Z, Up**

## Super NES

### Spawn

#### Passwords



Level 2: **D9963D1D**

Level 3: **4E253DGF**

Level 4: **4CC138CF**

Level 5: **0C4F458H**

Level 6: **D31551FG**

Level 7: **09BF596F**

Level 8: **DB8D9B4H**

## Super NES

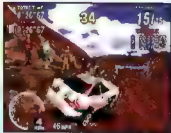
### Earthworm Jim 2 Stage Skip



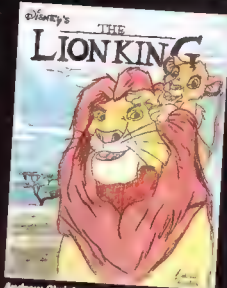
Pause during a game and press **Select**, **Button B**, **Button X**, **Button A**, **Button X**, **Button B**, and **Select**. You hear a warping sound if you did the trick correctly. Unpause the game, and you advance to the next level.

## Saturn

### Sega Rally Championship Race Backward



To race on backward tracks, start a game in Arcade Mode. Then, at the Select Game screen, put the cursor on either "Championship" or "Practice." Hold **Button Y** and press **Button C**. When your car appears, you will be facing backwards on the track.



Andrew Christner  
Wallaceburg, Ontario, Canada

## PlayStation

### Warhawk Passwords



Enter these codes at the "Special Access" (password) screen:

Desert level:	Δ □ × Δ × × □ □
Canyon level:	○ Δ Δ × ○ □ □ □
Airship level:	× Δ × □ □ Δ □ Δ
Volcano level:	□ Δ × × × Δ □ □
Gauntlet level:	Δ ○ Δ ○ Δ × □ □
Stormland:	Δ × Δ □ ○ × ○ □

## Super NES

### Donkey Kong Country 2: Diddy's Kong Quest

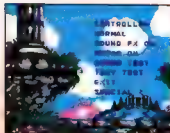
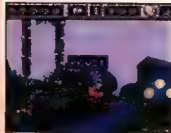
#### Music Test



Start a new game, and at the player-select screen, continually press **Down** on the control pad. If you did the trick correctly, a Music Test option appears that lets you listen to all the tunes in the game. Press **Left** or **Right** to cycle through the selections.

## Super NES

### Izzy's Quest for the Olympic Rings Stage Select



Pause during a game and press **Left**, **Down**, **Down**, **Left**, **Right**, **Down**. Reset the game and select "Options." A stage-select option is now available. Press **Button B** to cycle through the stages.



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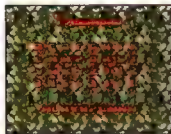
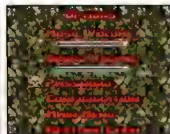


Williams

## PlayStation

### Doom

#### Passwords for Ultimate Doom



- 01 Hangar: **WLYHYCPMWW**
- 02 Plant: **PFK7ZN3NNN**
- 03 Toxin Refinery: **WLYHYCPVVV**
- 04 Command Control: **PF7XZ3NNNN**
- 05 Phobos Lab: **PF7XZ3NNNN**
- 06 Central Processing: **PL1RY81LLL**
- 07 Computer Station: **LWYHYCPPPP**
- 08 Phobos Anomaly: **PFK7ZN3TTT**
- 09 Demos Anomaly: **WLYHYCP000**
- 10 Containment Area: **PFK7ZN3SSS**
- 11 Refinery: **WLYHYCPZZZ**
- 12 Demos Lab: **PFK7ZN3RRR**
- 13 Command Center: **WLYHYCP222**
- 14 Halls of the Damned: **PFK7ZN3QQQ**
- 15 Spawning Vats: **WLYHYCP111**

- 16 Hell Gate: **PFK7ZN3FFF**
- 17 Hell Keep: **WLYHYCP444**
- 18 Pandemonium: **PFK7ZN3DDD**
- 19 House of Pain: **WLYHYCP333**
- 20 Unholy Cathedral: **PF7XZ3NCCC**
- 21 Mt. Erebus: **LWYHYCPDDD**
- 22 Limbo: **PL1RY81BBB**
- 23 Tower of Babel: **WLYHYCP555**
- 24 Hell Beneath: **PFK7ZN3KKK**
- 25 Perfect Hatred: **WLYHYCP888**
- 26 Sever of the Wicked: **PFK7ZN3JJJ**
- 27 Unruly Evil: **WLYHYCP777**
- 28 Unto the Cruel: **PFK7ZN3HHH**
- 29 Twilight Descends: **WLYHYCP111**
- 30 Threshold of Pain: **PFK7ZN3GGG**

## 32X

### Blackthorne

#### Passwords



#### Mine

- Level 2: **FBWC**
- Level 3: **QP7R**
- Level 4: **WJTV**

#### Snow

- Level 1: **DTF3**
- Level 2: **L50H**
- Level 3: **2TN1**
- Level 4: **CGDM**

#### Trees

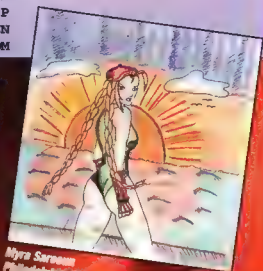
- Level 1: **RRYB**
- Level 2: **ZS9P**
- Level 3: **XJSN**
- Level 4: **CGDM**

#### Sand

- Level 1: **TJ1F**
- Level 2: **GS63**
- Level 3: **BMHS**
- Level 4: **Y4DJ**

#### Castle

- Level 1: **HCKD**
- Level 2: **NRLF**
- Level 3: **J6BZ**
- Level 4: **MJXG**
- Level 5: **K3CH**



Myra Sarason  
Photographer, NY

## PlayStation

### Doom

#### Passwords for Secret Levels

- 55 Fortress of Mystery: **PF7XZ3NVVV**
- 56 Military Base: **LWYHYPCZZZ**
- 57 The Marshes: **PFK7ZN3222**
- 58 The Mansion: **WLYHYCPQQQ**
- 59 Club Doom: **PF7XN3N111**

## PlayStation

### Doom

#### Passwords for Doom II

- |                       |                   |                      |                   |                         |                   |
|-----------------------|-------------------|----------------------|-------------------|-------------------------|-------------------|
| 31 Entryway:          | <b>WLYHYCP999</b> | 39 The Pit:          | <b>PL1RY81333</b> | 47 The Citadel:         | <b>PFK7ZN3777</b> |
| 32 Underhalls:        | <b>WLYHYCPCCC</b> | 40 Refueling Base:   | <b>WLYHYCP777</b> | 48 Nirvana:             | <b>WLYHYCPMMM</b> |
| 33 Gauntlet:          | <b>PFK7ZN3666</b> | 41 O of Destruction: | <b>PFK7ZN3111</b> | 49 The Catacombs:       | <b>PFK7ZN3YYY</b> |
| 34 The Focus:         | <b>WLYHYCPBBB</b> | 42 The Factory:      | <b>WLYHYCP888</b> | 50 Barrels of Fun:      | <b>WLYHYCPLLL</b> |
| 35 The Waste Tunnels: | <b>PFK7ZN3555</b> | 43 The Inmost Dens:  | <b>PFK7ZN3999</b> | 51 Bloodfalls:          | <b>PFK7ZN3XXX</b> |
| 36 The Crusher:       | <b>LWYHYCP555</b> | 44 Suburbs:          | <b>LWYHYCP999</b> | 52 The Abandoned Mines: | <b>LWYHYCPXXX</b> |
| 37 Dead Simple:       | <b>PF7XZ3N444</b> | 45 Tenements:        | <b>PFK7ZN3888</b> | 53 Monster Condo:       | <b>PF7XZ3NWWW</b> |
| 38 Tricks & Traps:    | <b>LWYHYCPDDD</b> | 46 The Courtyard:    | <b>LWYHYCP111</b> | 54 Redemption Denied:   | <b>WLYHYCPNNN</b> |

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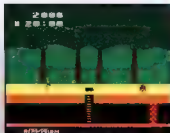


Brutal Mayan  
Chicago, IL

## Jaguar

### Pitfall: The Mayan Adventure

Play the 2600 Pitfall



At the Start/Options screen, put the cursor on "Info" and press Button C 26 times, then press Down. Now you can play the classic 2600 Pitfall game.

Sal Manfredonia  
Internet

## Game Boy

### Killer Instinct

Play as Eyedol



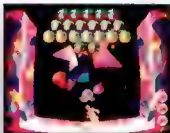
Pick any fighter, and at the Versus profile screen, hold Right and press Select, Start, Button B, Button A. You hear a chime if you did the trick correctly. Now you fight the match as the boss Eyedol.

Trevor Nelson  
Lake Oswego, OR

## Jaguar

### Rayman

Breakout Game



At the intro screens (where Rayman is collecting his body parts), press Buttons 1, 3, 6, 4. If you did the trick correctly, you will go to a game of Breakout.

Sean McKay  
Internet

## Genesis

### Toy Story

Level Skip and Invincibility



Level skip: At the Press Start screen, press Button A, Button B, Right, Button A, Button C, Button A, Down, Button A, Button B, Right, Button A. Start a game and pause it. While the game is paused, press Button A to warp to the next level.



Invincibility: At the start of Level 2, collect seven stars and go back to the toy box at the beginning of the level. Jump in the box and crouch down until the star in the upper-left corner spins. You are now invincible.

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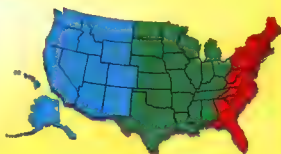
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Accolade .....2, 3, 75	Crave .....67	Nintendo .....15, 18, 19	US Gold .....71, 79
Advance Productions .....83	Fila Footwear .....7	Playmates .....41	Vic Tokai .....69
Blockbuster .....77	Fox Interactive .....21	Sega .....C4	Williams Entertainment .....4, 57
Capcom .....9-11, 26, 27, 60, .....61, 114, 115	Funco Inc .....87	Time Warner .....55	Working Designs .....39
	Interact .....128, C3	Treasure Cove .....97	

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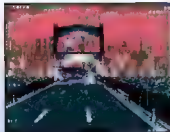
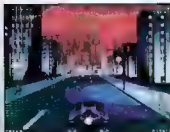
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## Sega CD

### The Adventures of Batman and Robin Stage Skip



Pause during a game and press **Button B, Button A, Down, Button B, Button A, Down, Left, Up, Button C**. In addition to skipping the stage, you can also see all the animated cinemas.

## Genesis

### Vectorman Logo Fun



When the Sega logo appears, you can control Vectorman. Jump off the logo to the right and fire upwards – just to the right of the “A” in “Sega.” When the hidden monitor explodes, jump up to it and get a hidden power-up. Now you can destroy the Sega logo when you shoot it.

**Jim Throedgill**  
St. Louis, MO

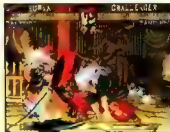
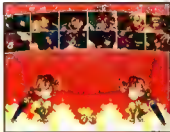
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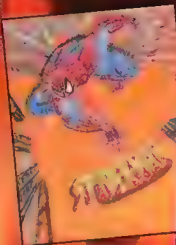
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## Arcade

### Samurai Shodown III Boss Code



This cheat works in two-player games only. At the fighter-select screen, hold **Start** and move the cursor over the following characters starting at Haohmaru: **Genjuro, Basara, Kyoshiro, Ukyo, Rimuru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford, Shizmaru**. With the cursor on Shizmaru, wait until the timer reaches “03.” When it hits “03,” simultaneously press **Button A** and **Button B**. If you did the trick correctly, Zankuro's picture appears in the middle of the bottom row of selectable fighters. Now you can play as this boss character!



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